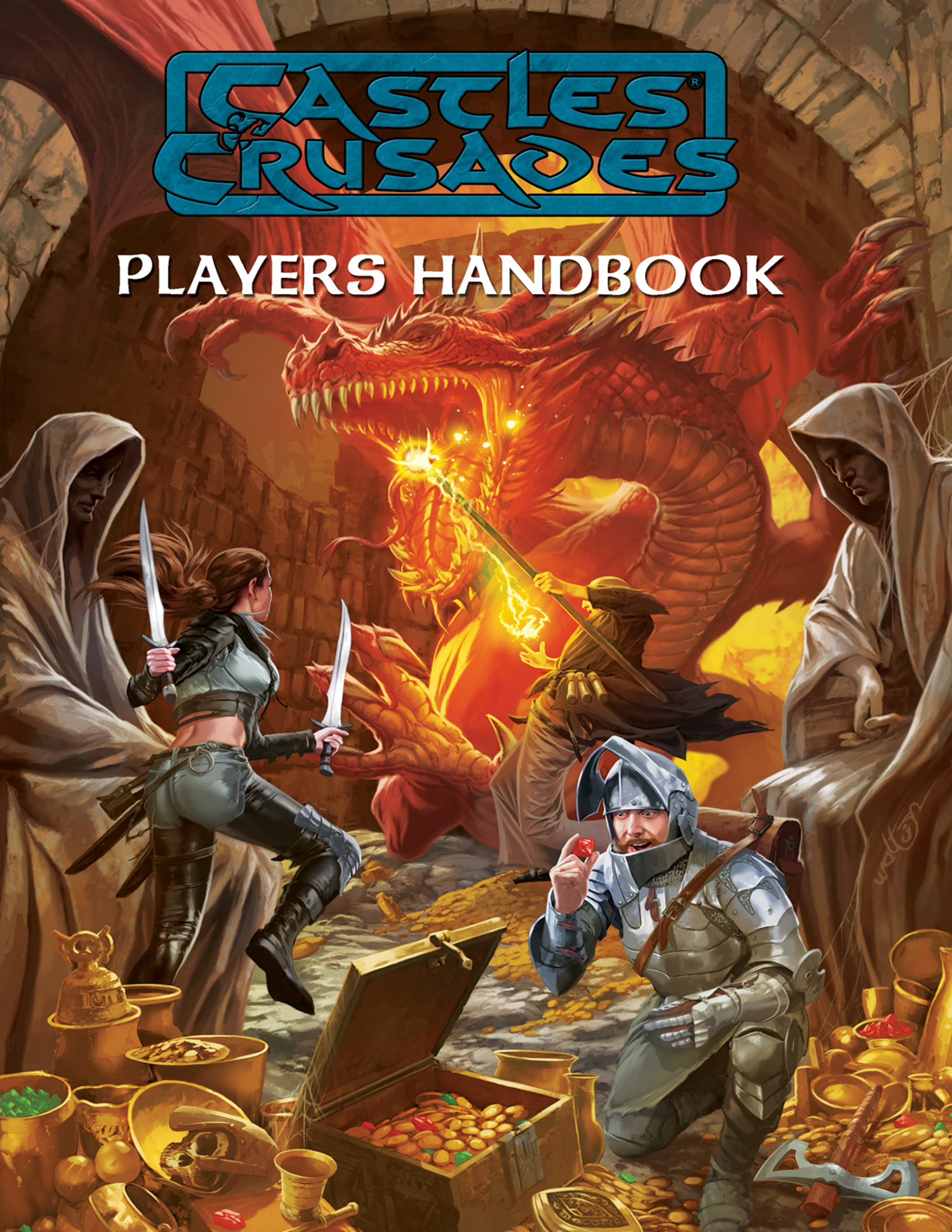
Castles & Crusades

PLAYERS HANDBOOK



Castles & Crusades®

PLAYERS HANDBOOK

A Guide and Rules System for Fantasy Role playing

by

Davis Chenault & Mac Golden

Cover art, interior art, logos, logo designs, and layout by Peter "20 Dollar" Bradley and Jason Walton

With Steve Chenault, Mark Sandy, Todd Gray and James M. Ward

7th Printing Edited by: Steven J. Ege

Eratta compilation assistance: Derrick Landwehr, Steven J. Ege, Joseph Hepler

Contributions by: Casey Canfield, Casey Christofferson, Josh Chewning, Mike Stewart, Colin Chapman, Kenneth J. Ruch, William D. Smith and the Entire Castles and Crusades Society. With a special thanks to Derrick "Omote" Landwehr, JJ "CLG" Commisso, Brian Larson, Julia "Pixiebits", Jack "Gronk" McCarthy, and Neil "the Shoveler" Madaczky

For more information on Castles & Crusades, and related products or to Join the Castles & Crusades Society please contact us at:

Troll Lord Games
1818 North Taylor, #143, Little Rock, AR, 72207
email at troll@trolllord.com
on the web at www.trolllord.com or www.castlesandcrusades.com

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ACKNOWLEDGEMENTS

In the immortal days of our youth we found high adventure and fought many a campaign against all manner of villainy and evil. We slew dragons, brought down corrupt tyrants, explored uncharted territories and freed the world of grotesque creatures of mythical proportions.

We were heroes on a crusade. These youthful adventures were brought to us by Gary Gygax through the medium of role play and the fantastic game that made it all possible. We bring you our own game now, one that we hope captures those early days of grand quests and exploration. The Castles & Crusades role playing game pulls on those early experiences and makes them real again.

First and foremost, we would like to thank E. Gary Gygax for sharing his wonderful vision with the rest of us. Without it, none would have followed. Our hats are off to you good sir.

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SHOTWICK MANOR

John Behnken, Casey Canfield, Lorinda Sanford, Cindy Seiffert, Keith Seiffert, Rob Dingman, Kelley Garcia, Dave VanVessem, Scott MacMillan

MINION OF ARIOCH

Kenneth Ruch (CK, Servant of Chaos), Maggie Ruch (Helga Heals), R. Lee Crabtree (I'm not short I'm playing a gnome), Jesse Crabtree (I'm play testing for two), Mike Fowler (who Da Monk), Rex Soderquist (I rolled a 1 again!) Dave Chismer (D man)

FELLOWSHIP OF FORAGERS

Marv Breig (Finarvyn, Earl of Stone Creek), Alan Bean (glassjaw Captain Wee Willie) Anna Breig (Serendipity the Drow Druid), Dardrae Breig (Dante the Defiler Sorceress), Kaylina Breig (Kaywen the Elven Princess), Ryan Breig (Rynolas the Elven Archer), Paul Luzbetak (Bastion the Acquirer), Kristina Kober (Trasen the Elven Valkyrie of the Venom-dagger)

JACKAL'S KNIGHTS

Joseph (The Jackal) Hepler, Krystyna (Lady Banshee) Hepler, Bryan Clark, Jason (Shag) Zeh, Justin (Violentzeh) Zeh

GRUBBYS GALS

David (Grubman) Bezio, Colette Bezio, Dana Cox

LORDS OF THE CUP

Steve Willet, Joe Costa, Mat Erwin, Grant Kopecki, Mike Peterson and Billy Vitro

THE MAD TREPEKANS

Jason Coplen

DE EQUITES VULGARIS

J. Mance Haines (CK), Zachariah (Beazt) Hardilek, Chris (Two-Fisted Monkey) Lee, William (Super Size My Ass) Clark

EMERALD FIRE

Mike (CK) Stewart, Elizabeth (Valeris) Stewart, Robert (Twiggy) Hall, Nick (Swiggy) Nelson, Chris (Danger Ranger) Yard, Martha (You Dropped This!) Yard, Rita (I'm praying not checking for traps!) Kelly, Chris (Mr. D6) Walker, Koni (I'm a fairy darn it!) Woodruff, Allen (Always a Dwarf) Woodruff, Eric (Let ME open the door instead of the Thief!) Martin, Jennifer (Jayde) Hamilton, Heath (Lawful Good stinks!) Vercher

SAPPHIRE RUNE

Jesse Hall, Vincent Watkins, Chris Hill, Edward Bromble

SOUTHRON

David Lunsford, Tim McKee, Rand Hargrove

LUDDVILLE

Greg Geilman, Kara Geilman, Ray Quinn, Daniel Saldana, Ben Steele and Mary Watts

ARCH FIENDS

Lucias Meyer, George Albanis, Jeff Knight, Lauire Lesage-Knight, Joe Selby, Jeff Waltersdorf

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CASTLES & CRUSADES

Knights of the Crusade

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WHERE ROLL PLAYING AND ROLE PLAYING MEET

I run my games fairly consistently. All of my games combine intense interaction between the players and myself with quick-moving, heart-stopping combats. These many moments, actions, and interactions must be woven together over a night's play through exciting storytelling and player involvement. When the tale is woven tightly, emotions are awakened, creating unforgettable moods. This is where "roll playing" and "role playing" meet, and the result is an electrifying evening of gaming.

Capturing a mood is difficult. It is a challenge to create the intricate interplay between a bartender who is bought and paid for by a thieves guild and a character seeking to pry information from him. The task involves descriptive text, acting, accents, and a great number of things. The sounds of sword clashing upon shield, of flesh and bone grinding against metal, all this against a background of a field awash in blood and combat are demanding to capture in narrative. How does one help players imagine the sound of a bow creaking as the arrow is drawn back? How does one make them fear that sound? The tale in the game must cascade over the players, engulfing them in a wash of emotions: fear, rage, courage, elation. Once you've captured everyone's emotions, the game becomes pure fun, like a good movie – one where you forget you're in a theater.

The core of any game's philosophy has to have the goal of creating and capturing a mood charged with excitement. Anything that detracts from that objective detracts from the game. How does one capture that mood? Foremost, the rules guiding game play must be easily understood. Ideally, the basic rules of the game should be easily grasped within about fifteen minutes. A player should be able to sit down with another player, create a character, and have the basics of the game explained to them in just that time. As a foundation, the rules must be kept simple and logical, easy to comprehend and easy to enact. Expanding the game comes later, much like adding stories to a building. Start with a firm, square foundation and everything else follows.

The game must be adaptable as well. Gamers are diverse people, all with different imaginations, different tastes, and different desires. They all want to play a game that suits their tastes. Those playing should be able to add, discard, and change rules and ideas to fit their needs without worrying about the effects those changes have on the workings of the rest of the game. There should only be a few hard and fast rules. Everything else is extra.

The main impediment to these objectives is an overabundance of rules. A glut of rules unnecessarily restricts the flow of the story, and even worse, the flow of the game. Rules do serve a purpose in that they codify actions and reactions during game play. However, rules can also impede the imagination. They can reduce the element of uncertainty and the emotions that come with it. They can describe too much and thus hinder the capacity for narrative development for all participants. At its worst, codifying too much into game rules reduces emotion and mood. This misses the goal of capturing the emotions of the participants, and thus you've lost the heart of the game! An efficient and concise set of rules allows for easy play and adaptability and is a necessary ingredient.

A rules-light, adaptable game naturally engenders a gaming environment where one is bound only by imagination. When so unleashed, one can act without restraint to create a gaming environment that is fun for all. That is the core philosophy of this game just as it is the core philosophy of the original game. At its heart, it was intended to be a fun game to play and this game adheres to the same philosophy. Castles & Crusades is neither a realistic game nor a simulation but a fantasy game where imagination rules.

Stephen K Chenault

INTRODUCTION

A world of heroism and epic adventure lives inside each of our minds. We can all imagine a world where stalwart knights battle ancient dragons, powerful wizards duel one another with mighty magics and the brave-of-heart rescue mystic artifacts from the clutches of evil villains. These are the kinds of adventures many of us create in our minds on lazy afternoons, reading through our favorite novels. A pair of nefarious rogues make their way through serpentine alleys and rambling cities, seeking fortune and fame. A band of desperate heroes battle against an inevitable apocalypse, standing for justice and honor as the world succumbs to chaos and evil. A fellowship of brave adventurers descends into dungeons deep beneath the earth in search of treasure and glory or undertakes the eternal struggle against evil, battling foes across wasted and barren plains. We imagine other worlds and mystical places fraught with danger. In these worlds of fantasy, magic is real and heroes abound.

With the Castles & Crusades role playing game, these imaginings come to life as you play the role of a hero seeking adventure in a fantastic world populated by mythic creatures and legendary beasts. Or, as the Castle Keeper, you can design the worlds and stories that make up the game, guiding friends and fellow gamers through epic adventures in wondrous settings of your own making.

WHAT IS A ROLE PLAYING GAME?

A role playing game, or RPG, is a game in which the participants assume the role of a character such as a knight or a wizard and create a story based upon the actions the character takes. Castles & Crusades is a classic-style RPG in which all of the action and conflict occurs through verbal description. Role playing games were originally extrapolated from the miniature wargaming hobby, and have been described by some as mature versions of children's games like "Cops and Robbers." More recently, some have described RPGs as impromptu theater. However one describes it, the players of an RPG develop fantastic stories and adventures through interaction with one another and the person running the game. The story's content and nature is only limited by the flow of the participants' collective imagination.

Most players in RPGs create a fictional character as one of the protagonists of the story. Each player envisions the character they would like to play, and creates the character using the game's rules, recording information about that character onto paper. While the characters exist only on paper, each player helps to propel the story forward by imaginatively and actively playing the character's persona. In Castles & Crusades, players assume the role of a character that might be typical of medieval

fantasy or sword-and-sorcery stories. Each character is defined in part by a series of die rolls that indicate various strengths and weaknesses of the character. Other aspects of a character, such as chosen profession, background, personality, abilities or knowledge are determined by the player's choices or simply made up to best suit the concept of the character.

The player guides the character through the story or adventure presented in the game. Like any story, adventures have a beginning, middle and end, and the characters involved have a goal to achieve. Adventures can take the characters (and thus the players) from lost cities of magic and wealth to the dankest of dungeon deeps, battling fearsome creatures and performing heroic acts along the way. As in any good story, a character's actions have consequences: they may have an immediate effect on the adventure, or perhaps they are simply the planting of a seed that may affect the future of the character or story. An adventure may take one gaming session of several hours to complete, or it may last the course of several gaming sessions. A series of adventures involving the same characters is called a campaign, and can potentially last for years.

A very important player of the game is the Castle Keeper. The Castle Keeper's authorial role involves creating a setting and designing a plot for each adventure. The Castle Keeper also assumes the role of all the other individuals who populate the story setting, such as supporting characters, villains, or monsters. As the players describe what their characters do during the game, the Castle Keeper paints a verbal picture of the environment and conveys the action through flavorful storytelling.

Throughout their adventures, characters are constantly challenged and must overcome obstacles of all types. These perils could include fighting monsters, disarming traps, or outwitting villains. In some cases, the management of these obstacles is covered in the rules and the outcome is determined by chance. But just as often, no dice are necessary to decide what happens. Role playing can be used as a medium to determine the outcome of situations as well. As a player describes the actions of his or her character, the Castle Keeper in his role as referee fairly assesses the meaning of those actions, and can often simply use judgment, rather than dice, to determine the result.

Thus, an RPG is a game in which players assume the roles of characters and undertake fantastic adventures, the outcomes of which are partially determined by chance. Unlike traditional games, there is no clearly defined winner. Even if a character dies, or an adventure meets with disaster, there will always be more characters and more adventures. The goal of the game, for all participants, is to have fun developing characters, telling stories, and pursuing adventure. The true treasure is a well-played character and a well-crafted adventure.

Role playing games are a unique form of storytelling entertainment, and the Castles & Crusades rules are designed to be simple and fast, allowing the players to explore those mythic worlds inside our imagination through a memorable and fun gaming experience.

WHAT DO YOU NEED TO PLAY?

Unlike many other games, Castles & Crusades players require only this book of rules, a pencil or pen, some paper, and a set of dice The Castle Keeper will need the **Castles & Crusades: Monsters and Treasure** rulebook and will find the **Castles & Crusades: Castle Keeper's Guide** very handy as well. With these, a few friends and a healthy imagination, you are set to begin.

There are other gaming aids that might make play more interesting and manageable, and we would be remiss not to make you aware of them. There are published adventures, world settings, and reference screens that make the job of the Castle Keeper easier. There are source books that aid players in developing characters and enhancing game play, and there are useful items such as pre-printed character sheets. Miniature figures can be used to visually represent characters and monsters. Vinyl mats offer a surface for placing miniatures and drawing settings, and three-dimensional representations of dungeon or castle scenery can also be used to aid visualization during the game. All of these are optional, of course, but they may help enhance game play. As you read these rules and play through adventures, you will be able to decide for yourself if additional gaming aids would make your game more fun to play.

DICE

To play Castles & Crusades, several different types of dice are necessary. Dice with 4, 6, 8, 10, 12 and 20 sides are used in Castles & Crusades. All can be found at many local game stores. There are various notations in the rules telling what type and how many dice should be rolled during game play. These notations may appear cryptic to first-time roleplayers, but they are easily learned: d4 = four-sided die; d6 = six-sided die; d8 = eight-sided die; d10 = ten-sided die; d12 = twelve-sided die; d20 = twenty-sided die; d100 = the result of 2 ten-sided dice (before rolling, one die is designated the 'tens' and the other is designated the 'ones').

It is also possible to generate random scores for which no die exists. The most common are d2 and d3. To roll a d2 by using a six-sided die, the results 1-3 would equal a score of 1, while 4-6 equal 2. To roll a d3 using a six-sided die, the results 1-2 are equal to 1, while 3-4 equal 2 and 5-6 equal 3.

When the rules require it, rolls of more than one die will be expressed in the following format: [# of dice] die type [+/- any modifiers]. For example, an instruction to roll 3d6 means that 3 six-sided dice are rolled, and the results are added together. A notation to roll 3d6+3 means that 3 six-sided dice are rolled and added together, then 3 is added to the total.

Sometimes, the rules might require rolling two different die types, adding the results together, and then dividing by a set number. For example, the rules might require the results of 1d4 and 1d6 to be added together and then divided by 2. Always drop the fraction unless the rules specify otherwise. If, in this case, you rolled a 3 and a 4, the result would be 3.5, but dropping the fraction gives a final result of 3. Exceptions to this

are rare and are noted in the rules. One common exception, for example, is that certain rules have a minimum result of 1.

HAVING FUN

It is important to remember the main reason for playing RPGs is to have fun. Ultimately, Castles & Crusades is an amusing pastime in which family and friends gather to play a game and enjoy each other's company. Again, one can never win or lose a game of Castles & Crusades as it is not that type of game. The only winners are those that go home happy every week after playing an entertaining game, have some stories to tell, and are eager for the next game to learn what happens to their character next!

Cooperation plays a vital role in everyone's enjoyment of the game during each session. For the players, cooperation is essential to their characters' survival. A group of characters, called "the party," usually works together to overcome obstacles during the game. They must make both group and individual choices about how and when a character should act to achieve any given goal, while allowing each player to develop and play their character as they wish. For the Castle Keeper, cooperation with the players is essential to running a rewarding game. It is important for the Castle Keeper to remember that the tale belongs, in great part, to the players as well as to himself.

A vivid imagination is vital to being a good Castle Keeper, as is a good grasp of the game rules. Castle Keepers need to develop the ability to improvise, and also need to exercise impartial judgment. The rules in this book help the Castle Keeper decide what is possible in the game and what effects character actions can have. Yet, it should be remembered that the rules are guidelines. In the end, the Castle Keeper has the ultimate authority in determining what happens in the game and its story. This is a great responsibility but care must be taken to avoid abusing this authority.

It is not fun for one player to allow another to win in a traditional game, nor is it good sport for a more skilled player to beat another in an arrogant fashion. Likewise, a good Castle Keeper makes the game challenging for the players by not allowing them to easily overcome opponents and gather treasure. At the same time, a skilled Castle Keeper always allows for the possibility that the players have a chance of success. The Castle Keeper should apply the rules of the game fairly, but should also know when to break them to make the game more enjoyable.

Recognition of each participant's involvement in the game is likewise important. Players and the Castle Keeper should always strive to create opportunities for everyone at the gaming table to be involved in the story of the game. Of course, there will be times when the story dictates that a player sit quietly at the table, his or her character unable to act while others are engaged in the action. However, no one should be consistently pushed to the rear of the party, never given the chance to make the perfect arrow shot or to rescue the helpless victim.

An easy way to keep everyone involved is to encourage a constant dialogue among the players and with the Castle Keeper. Also, acting the role of your character by speaking to the other players and informing the Castle Keeper of your character's actions is the meat and drink of any role-playing game. It also creates an atmosphere of improvisation, with players and Castle Keeper alike reacting spontaneously to one another. This environment helps to add to the game's storyline and character development.

A game does need rules. The key to this game, however, is simple: the more you get involved in playing your character, and the less time you have to spend worrying about the rules of the game, the more fun the game will become. With that in mind, let's proceed to the next section of this book, and the most important part of any role playing game: the process of character creation.

CREATING THE CHARACTER

With the exception of the Castle Keeper, each person playing Castles & Crusades creates a character to use during the game. To create this character, the player begins by simply imagining the type of character he or she desires to play, be it a wandering barbarian, reclusive wizard, traveling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating attribute scores with dice rolls. Attribute scores define the character's physical and mental traits. Next, the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner, the player chooses a race which best fits both the persona and class desired. Lastly, the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER

Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf knight? Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

ROLL ATTRIBUTES

Each character has six attributes, generated by rolling dice. The attributes are: **strength, dexterity, constitution, intelligence, wisdom** and **charisma**. Each attribute has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class and desired race.

CHOOSE A CLASS

A class is a basic concept upon which the character is modelled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within role playing games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the thirteen classes has unique abilities and specialized areas of knowledge:

The **Assassin** is an expert at killing and eliminating targeted enemies.

The **Barbarian** draws upon vestigial, primal will in combat.

The **Bard** influences others through the power of words.

The **Cleric** is avowed to a deity and dispenses divine justice.

The **Druid** owes allegiance to the elemental powers of the world.

The **Fighter** is a warrior with great prowess on the battlefield.

The **Illusionist** magically distorts the perceptions of others.

The **Knight** is a natural leader and strong combatant.

The **Monk** conditions his body to withstand the rigors of war and the elements.

The **Paladin** is a warrior blessed by divinity, a paragon of good.

The **Ranger** is an extraordinary woodsman and warrior.

The **Rogue** is a rapscallion and an opportunist.

The **Wizard** is a practitioner of powerful arcane magics.

CHOOSE A RACE

Select a race that best fits your imagined character concept. In Castles & Crusades, one can choose the versatile human, a long-lived elf, a wilful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf, or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create.

FLESHING OUT THE CHARACTER

The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, background, goals and motivations – including the moral "alignment" best suited to the character's personality. Then the character's starting money is determined and the player equips the character with clothing, armor, weapons and other adventuring gear. The player also determines the character's hit points – that measure of a character's ability to survive damage.

ATTRIBUTES

Attributes represent a character's physical and mental traits.

All characters in Castles & Crusades have six attributes:

STRENGTH (STR) **INTELLIGENCE (INT)**

DEXTERITY (DEX) **WISDOM (WIS)**

CONSTITUTION (CON) **CHARISMA (CHA)**

Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects a few to be primary attributes. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in *Castles & Crusades*. When a character uses a class ability, such as a rogue attempting to pick a fat giant's pocket or a ranger tracking a brigand through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Attribute checks are explained in greater detail later (see *The Castle Keeper and the Game - Attributes and the Game*). For now, just remember that the selection of primary and secondary attributes significantly affects the possibility of success for many actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE SIX ATTRIBUTES

STRENGTH: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks involving strength. Characters can military press 10 times their strength and dead lift 15 times their strength score.

DEXTERITY: This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat and all checks involving dexterity.

CONSTITUTION: This attribute reflects overall health, and also represents a character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution.

INTELLIGENCE: This attribute reflects mental aptitude. It represents a character's ability to learn quickly, apply that learning effectively and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn and all checks involving intelligence.

WISDOM: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects the number of divine spells that can be cast each day, attempts to turn the undead and all checks involving wisdom.

CHARISMA: This attribute represents strength of attractiveness, willpower, personality, and leadership. It is the degree to which a character is able to influence others. The modifier affects a creature's loyalty and reactions to the character, the number of undead the character can turn and all checks involving charisma.

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3d6. The player adds the results of the three dice together to create a total score that ranges between 3 and 18. This process is repeated six times. Once the six scores are generated, each score is assigned to one attribute, in any order the player chooses. When assigning attribute scores, the player should consider the race and class of the character being created. A character's race may raise or lower an attribute score, and certain attribute scores may affect a character's class abilities.

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a roll of the dice when a character uses an attribute to take an action, make a saving throw or use a class ability. For example, a character attempting to bend the bars of a prison cell would have his or her strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a nasty troll, a hungry wyvern or avoiding the gaze of a gorgon, attribute modifiers play a decidedly important role in the game.

PRIMARY AND SECONDARY ATTRIBUTES

There are two types of attributes: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class and race.

Human characters have three primary attributes. Demi-human races (dwarf, elf, gnome, half-elf, halfling and half-orc) have only two primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a human character receives one primary attribute designated by the class and the other two are selected by the player. If playing a demi-human character, the player can select only one additional primary attribute. For example, the primary attribute for the ranger class is strength. If the player chooses to play an elf, he or she selects one of the five remaining attributes as the other primary attribute. If it were a human ranger, the player would select two more primary attributes rather than just one. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions in Castles & Crusades for which the Castle Keeper deems a roll is necessary to determine success or failure are resolved by an attribute check.

Every check has an associated attribute. Whenever one of these checks is made a d20 is rolled by the player. Attribute and level modifiers, for class abilities only, are added to this roll, if applicable. If the result is equal to or greater than a number generated by the Castle Keeper, called the challenge class, then the attribute check is successful.

The challenge class is a number generated by the Castle Keeper that represents the degree of difficulty for performing that action. The challenge class is generated in two steps. The first is ascertaining the challenge base. This is determined by whether or not the associated attribute is a primary or secondary one. If the associated attribute is a primary attribute, the challenge base is 12 and if it is a secondary attribute, the challenge base is 18. Next, the Castle Keeper adds or subtracts the challenge level to the challenge class. The challenge level represents the degree of difficulty the Castle Keeper believes appropriate for the action being taken. This usually ranges between 0 and 10, but can go higher. The sum total is the challenge class, and the player must roll higher than that to successfully perform the action.

For example, a 3rd level elf ranger with a 15 wisdom as a primary attribute attempts to track a pair of wily kobolds through a mountain pass. The player rolls a d20 and adds the ranger's level (+3), attribute modifier (+1) and racial bonus (none) to the roll. If the number generated is equal to or higher than the challenge class determined by the Castle Keeper, the attempt is successful and the ranger is able to track the kobolds to their secret lair. The challenge class is the combination of the challenge base (12) and the challenge level (assume a 3 as the trail is a few days old) for a total of 15. The player rolls a 13 and adds 4 for a total of 17. This is greater than the 15 necessary so the ranger successfully tracks the kobolds to their dark and foreboding lair atop craggy hill.

A more thorough discussion of the rules and use of checks, called the **SIEGE engine™**, is located in the Castle Keeper's section of the rules. For now, it is just important to understand that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

ATTRIBUTE MODIFIERS							
1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3

CLASSES

The character classes each represent a broad archetype. Although each character of a particular class is bound by certain similarities, players should utilize the archetype template to build a unique character and create a unique persona. The class describes a character's capabilities in the game, and reflects only their chosen profession, training and way of life, not who they are as an entire person. Each player chooses a class that best applies to the hero he or she wishes to create and play in the game. From this, the player creates the personality and traits that define the rest of the character. There are many types of character classes:

ASSASSINS are stealthy and cunning, expert killers who rarely have any motives beyond the collection of payment for a job well rendered. Although not always evil, they are typically utterly indifferent to any suffering and pain they may cause.

BARBARIANS live outside the civilized world. Neither ignorant nor savage, they are, rather, a people who relish freedom, actively despising the urbane for allowing the beliefs of society to codify their behavior.

BARDS are found in all cultures and societies. Through song, oration and action they inspire, pass on knowledge of history and tradition and influence the beliefs and behavior of others.

CLERICS are spiritually bound to a deity. They are usually members of religious orders, though some choose to live as wandering hermits. They wield the magic of the divine and, fortified with the armaments of war, become powerful emissaries for their causes.

DRUIDS are called to a primeval spirituality. They turn to the world shaped by nature, and not men, for their guidance and wisdom. Often unconcerned with the needs of man, they simply follow the principles of the natural order.

FIGHTERS are brave warriors who take up arms to meet their foes in the crucible of battle. Fearless, they don themselves in the accouterments of battle, relying upon their superior martial skills to overcome obstacles.

ILLUSIONISTS study the arcane and the nature of man and beast, using powers of oration and sorcery to twist the minds of those around them. They conjure manifestations and dreams, making the unreal real to all but the canniest of observers.

KNIGHTS are members of warrior-castes. As born leaders, they use their social standing, charisma, gallant actions and honorable codes to set the tone of behavior for those around them. Through their actions, they often inspire people to great deeds.

MONKS are warriors who primarily rely upon the strength of their bodies and will power for survival. They are deadly combatants, having honed their bodies into lethal weapons.

PALADINS are the holiest of warriors, living lives of purity and good while serving the religious precepts of their deity. They are dreaded by their foes for they serve as the martial arm of religious justice.

RANGERS are a lonely breed, expert at surviving in the untrammeled places of the world and devoting themselves to protecting civilization from the depredations and incursions of creatures of evil intent.

ROGUES rapscallions and the like make their living through nefarious and occasionally dastardly deeds. Living on the ethical edge and spending much of their lives avoiding harsh justice, these fearless villains are found in all walks of life.

WIZARDS delve into the mysterious worlds of the arcane and wield magic like a weapon. They are often possessed of an overwhelming thirst for knowledge and, as often as not, power.

The class descriptions define the parameters and abilities of each class. It may be beneficial for a player to consult other chapters for details about saving throws, combat or spell use before selecting a class. Each class description includes many features: the prime attribute, hit dice, alignment, weapons allowed and other aspects of the class. Most of the information needed by players is in this section. Familiarization with the class and its features is essential to playing the class well.

CLASSES AND THE CASTLE KEEPER

Before choosing a class, consult with the Castle Keeper. The type of adventure or the environment in which it occurs may help with this decision. For instance, if the CK plans a game set in a dungeon environment, it would be disadvantageous to play a steppe barbarian. The CK should consider creating an adventure according to the classes chosen by the players. For example, if a

player decides to play a rogue who is the scion of a wealthy family and decides that this rogue enjoys pilfering the treasuries of family acquaintances, then planning an adventure in a dungeon atop a remote mountain wouldn't work out too well.

Maintaining a constant dialogue between the Castle Keeper and the players is important to an enjoyable game of Castles & Crusades. The Castle Keeper bears an awesome responsibility in the role of entertainer. To manage this, the players and the CK should come to an understanding prior to play to ensure that everyone's needs are met to the greatest degree possible. The CK is also responsible for ensuring that the players are playing their classes properly, and for helping players choose a class that best fits the type of adventurer they envision.

CLASS DESCRIPTION TERMINOLOGY

PRIME ATTRIBUTE: There is one prime attribute designated for each class. If the character is human, the player is allowed to choose two more prime attributes for that character for a total of three. All other races allow the player to choose only one more prime attribute for a total of two.

HIT DICE (HD): This is the die type rolled, at each level, for the character's hit points. The constitution modifier is added to, or subtracted from, the result whenever hit points are rolled. The results are cumulative, so a 5th level barbarian has 5d12 hit points.

ALIGNMENT: The suggested alignment for the class.

WEAPONS: All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a –4 penalty on all the "to hit" rolls with that weapon.

ARMOR: All members of the class are proficient in the use of every armor type on this list. A character may also wear any armor, but if the armor type does not appear in the list, the character cannot use any of their class abilities while the armor is worn unless the description of the ability states otherwise. Several of the classes have restrictions on the type of armor they can wear. These are listed in each class description. However, Class Reference Table 1: Armor, Shields, Helms is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor cannot be expected to wear them and act without their abilities being hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they can not cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The barbarian, ranger, rogue and assassin have variable effects as described in their class descriptions.

ABILITIES: This is a list of abilities possessed by the class. Explanations are contained in the text for each class. An attribute in parentheses indicates that using the ability requires an attribute check.

LEVEL: Characters advance in levels as they gain experience. Their abilities, and their capacity to perform them, also increase.

BONUS TO HIT (BtH): This is the modifier that is added to a 'hit roll' when making a melee or missile attack.

EXPERIENCE POINT PROGRESSION (EPP): This is a table that lists the amount of experience points needed to gain each level. For example, a 4th level fighter needs 17,001 experience points to reach 5th level.

CLASS REFERENCE TABLE 1: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
Assassin	Leather, leather coat, padded (and see class)	Small, pavis	Leather coif
Barbarian	Any	Any	Any
Bard	Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather	Small, medium	Basinet, casquetel, chainmail and leather coif, normal helm, pot helm, war hat
Cleric	Any	Any	Any
Druid	Cuir bouille, laminar leather, padded, leather, leather coat, hide	Any wooden	Leather coif
Fighter	Any	Any	Any
Illusionist	None	None	None
Knight	Any	Any	Any
Monk	None	None	None
Paladin	Any	Any	Any
Ranger	Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather	Small, medium, pavis	Benin, casquetel, chainmail and leather coif, norman and pot helm, war hat
Rogue	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
Wizard	None	None	None

ASSASSIN (DEXTERITY)

Assassins can be either heroes to the downtrodden or knaves reviled by the elite. They stalk unwary victims through grim city streets or gilt palaces, striking them down. They can lay in hiding for days, weeks, months or even years awaiting the perfect opportunity to slay their targets. The assassins serve both the weak and the strong, the good and the evil. They are killers who walk the shadows as the poor man's justice or the wealthy man's retribution.

Like mercenaries assassins seldom have motives of their own beyond collecting a reward. Although they are not necessarily evil, they are typically indifferent to the world around them. They view life and death as the natural course of things, and think little on the matter, if at all. Though not all assassins kill without regret, they do kill for a reason. Whether for pay, duty, revenge or mere pleasure assassins carry out missions that others find impossible and immoral.

Quick reflexes and swift movements are essential to the assassin's trade. They must be able to move with speed and grace when going for the kill to avoid being detected and giving the victim a chance to react. The best of assassins are highly intelligent and focused individuals, capable of undergoing extreme duress and great stress to perform their missions. Whether working in disguise or slinking down alleys, it is patience, intelligence and speed that are the assassin's stock and trade. Whether these actions are for the greater good or altogether evil, assassins kill without hesitation and with little or no regard for the consequences of their actions. Assassins are usually blind to the moral and ethical quandaries their profession engenders in the minds of other, more thoughtful, people.

The assassin's weapons of choice are many and varied. Many are chosen for a particular job or victim while others reflect their own skills or profession. Of particular note is an assassin's reliance on poisons to accomplish the tasks set before them. There is no hesitation to use this most abhorrent of weapons. Whatever the case, assassins are well trained in all weaponry.

However, the most important and valuable weapons in the assassin's arsenal are guile, deceit, patience, will power, swift action and cunning movements. With these, the assassin becomes the most lethal killer in all the world, and the most feared and dreaded of foes.

ABILITIES

SPECIAL: Assassins must be prepared to wait in hidden places for long hours and move swiftly and quietly when attacking. Heavy armor that is uncomfortable, noisy or bulky precludes optimum performance. An assassin may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of the character's abilities. They may also wear leather helmets. An assassin may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 those armors confer. Restricted helmets and shields cause the assassin to suffer a –1 penalty to all abilities. All penalties are cumulative.

CASE TARGET (WISDOM): Using this ability, the assassin can determine information and weaknesses about a potential opponent or target through detailed observation and deductive reasoning. An assassin must spend 1d3x10 minutes observing an opponent before a check is allowed. A successful check results in knowledge of the approximate level or HD of the opponent within 10%, alignment, hidden weapons or unusual items, distinguishing habits and mannerisms, and any other details that might not be apparent to normal observation. The CK must decide what the assassin can learn about the target and deems appropriate to convey. This check can be adjusted by the level or hit dice of the observed creature.

This ability is unaffected by wearing armor not on the assassin armor list but is affected by helmets

CLIMB (DEXTERITY): This extraordinary ability allows an assassin to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the assassin moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Assassins can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, an assassin does not need to make an attribute check to climb the surface.

DEATH ATTACK: If an assassin studies a victim for 3 rounds and makes a sneak attack (see below) that successfully deals damage, the sneak attack can potentially kill the target instantly. While studying a victim prior to an attack, the assassin can undertake other actions, but must stay focused on the target. If the target knows the assassin is present, a death attack is not possible. The victim of such an attack must make a constitution saving throw. If the saving throw fails, the victim dies instantly. If the saving throw succeeds, the attack is treated as a normal sneak attack.

After completing 3 rounds of study, the assassin must attack within the next 3 rounds to use this ability. If a death attack is attempted and fails because the victim succeeds at the saving throw, the assassin cannot make another attempt at a death attack in this circumstance because the victim will almost certainly be aware of the assassin's status as an enemy. If the assassin attacks and misses (and the target is not aware of the attack), or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before attempting another death attack.

DISGUISE (CHARISMA): With a successful check in this ability, assassins can disguise themselves or impersonate people. The ability allows the assassin to impersonate general types of people, as well as individuals. For example, a human assassin might impersonate a taller elf mage, or perhaps a traveler, even though the assassin is a local.

For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3x10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the assassin. The Castle Keeper makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the assassin is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the assassin, the CK may allow the observer an intelligence check to see through the disguise. If an assassin is impersonating a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at +4. If the observer is a friend or close associate, the check is made at +8 and if intimate, the check is at +12.

HIDE (DEXTERITY): Assassins use this ability to conceal themselves from others. A successful check means that the assassin is hidden so well as to be almost invisible. The assassin can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they can't hide. If observers are momentarily distracted however, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a –10 penalty because the character has to move quickly to the hiding place. An assassin cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Assassins cannot hide and move silently at the same time until they reach **3rd level**. At this level and beyond, an assassin can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the assassin armor list.

LISTEN (WISDOM): An assassin can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Success indicates the assassin can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the assassin is listening for sounds on the other side of a door, but the assassin must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the assassin suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. An assassin can retry this ability once a round.

This ability is affected by wearing a metal or large helmet.

MOVE SILENTLY (DEXTERITY): This ability allows an assassin to move so silently that others cannot hear the movement. The assassin can use this ability both indoors and outdoors. An assassin can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the assassin.

POISONS (INTELLIGENCE): An assassin can identify and make poisons and antitoxins. An assassin can identify a poison or antitoxin on a successful check. To make a poison or antitoxin, the assassin needs some alchemical equipment and raw materials costing one third of the street value of the poison or antitoxin to be made. An assassin's training in the use of poison means that an assassin never risks accidental poisoning when applying poison to a blade. Moreover, assassins train with poisons of all types, and they slowly grow more resistant to their effects. This is reflected by a +1 bonus to saving throws versus poisons gained at **3rd level**. Some common poisons, their effects and costs are listed below.

SNEAK ATTACK: Assassins are capable of quick and deadly strikes upon unsuspecting targets. When an opponent or victim is aware of the assassin, but unsuspecting of any attack, this ability can be used. For example, an assassin could casually walk next to a target, quickly stabbing him with a poisoned

blade. These situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both skills, depending upon the circumstances. The opponent is not allowed to roll for initiative until the round following the attack.

An assassin making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. An assassin cannot aim with deadly accuracy from beyond that range.

This ability is affected by wearing armor not on the assassin armor list.

TRAPS (INTELLIGENCE): An assassin may use this to do one of the following: find, disable or set traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance.

To find a trap, an assassin spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate a trap in a 10 by 10 foot area. A successful check indicates the assassin finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. An assassin can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable a trap, an assassin must first know its location. Once a trap is located, a successful check means the assassin has disarmed the trap. The attempt can only be made once and failure indicates that the assassin set off the trap. An assassin can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, assassin's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, an assassin must make a successful traps check. If an assassin is resetting a trap that they previously disabled, the assassin gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn, however, disabling and setting traps is affected by wearing armor not on the assassin armor list.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any non-good

WEAPONS: Any

ARMOR: Leather armor, leather coat, and padded armor (See special)

ABILITIES: Case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,751
3	d6	+1	3,501
4	d6	+1	7,001
5	d6	+2	14,001
6	d6	+2	25,001
7	d6	+2	50,001
8	d6	+3	90,001
9	d6	+3	150,001
10	d6	+3	200,001
11	+2 HP	+4	350,001
12	+2 HP	+4	500,001
13+ 150,000 per level			

TYPES OF POISON

I:	Mild poisons that cause skin irritation, drowsiness, nausea and similar effects.
II:	Mind altering concoctions that cause hallucinations, confusion, memory loss and similar effects.
III:	Serious poisons that impair abilities and cause minor damage.
IV:	Severe toxins that can incapacitate, cripple, or cause major damage.
V:	Deadly poisons that cause permanent damage or kill.
VI:	Rare potions or substances that cause massive permanent damage or kill.

COST AND POISON EFFECTS

Name	Cost*	Successful Save**	Duration	Failed Save	Duration
I	5gp	no effect	Not applicable	-1 physical attributes, -1 initiative	1-3 days
II	15gp	no effect	Not applicable	-1 mental attributes, -1 initiative	1-3 days
III	45gp	1d4 dmg, -1 all secondary attributes	1-2 days	1d8 dmg, -2 all primary attributes	2-6 days
IV	150gp	1d8 dmg, -1 all attribute checks	2-4 days	2d8 dmg, comatose	3-9 days
V	900gp	1d10 dmg, perm. lose 1 point from class's secondary attribute	1-6 days	Death*** or 2d12 dmg & perm. loose 2 points from class's primary attribute	2 week
VI	1800gp	4d10 dmg, perm. lose 1 point from all primary attributes, 2 points from all secondary attributes	Instant	Death	Permanent

* Cost per dose.

** Saves are made against constitution, all attribute and level bonuses are added.

***Requires second save against constitution, failure means death, success means damage.

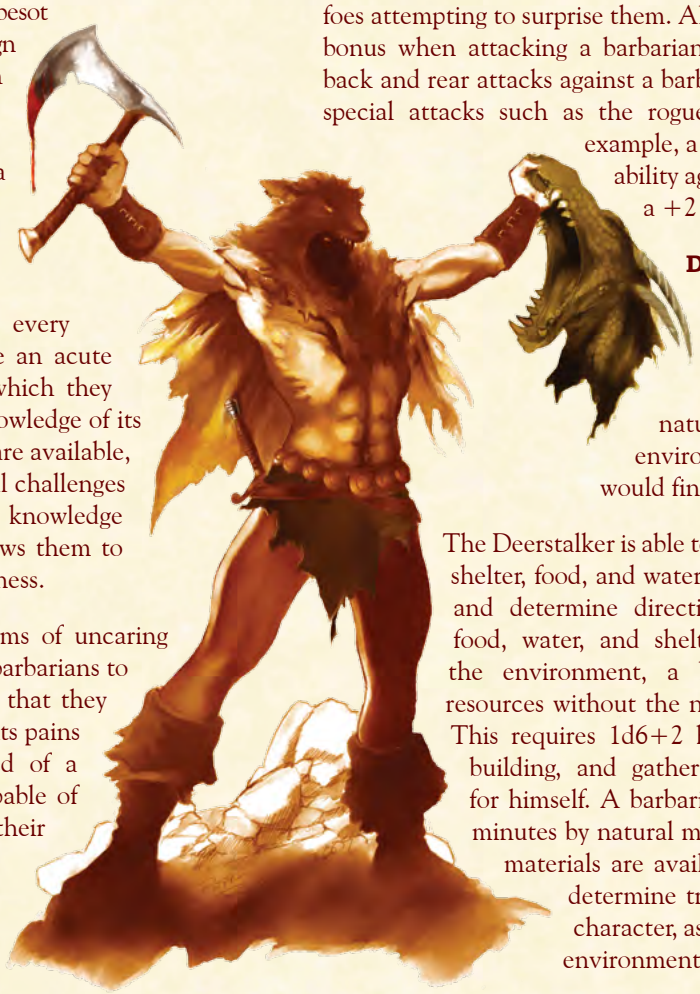
BARBARIAN (CONSTITUTION)

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountain tops, from deep jungles to arid plains, barbarians live in freedom, a part of the world around them rather than a slave to it. Banded together in family clans or tribal nations, barbarians are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by their actions and deeds. To them deeds of valor are held in the greatest acclaim.

To a barbarian, "civilization" defines weakness.

Barbarian characters are fearsome warriors, closer to the primordial life than are most others. They are fearlessly reactive, trusting that only through bold and decisive actions are the fates confounded. Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures, drawing upon their primeval instincts and powers to overcome foes. They are fearless in their own belief that their strengths are unconquerable.

The supernatural dominates their culture and they see magic in many things. They are able to tap into the supernatural world and often do so in the guise of charms, totems and the like. Conversely they will never rely upon it. Ever. Magic is a luxury even as are the soft cushions and colored wines that besot the men of cities and towns. It is a sign of weakness. At his core the barbarian is a primordial creature who believes that only his natural powers, abilities, and instincts stand between him and a miserable fate or cowardly death.



Barbarians are born and raised in the wilder lands, outside the influences of civilization. They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised. They possess a general knowledge of its weather patterns, the resources that are available, whether plant or animal, the seasonal challenges and the various dangers posed. This knowledge is a second nature to them and allows them to survive the rigors of life in the wilderness.

Living in the wilds and at the whims of uncaring nature takes great fortitude, inuring barbarians to the physical demands of this life, so that they persevere through its inflictions and its pains with steely determination. Possessed of a staggering constitution, they are capable of absorbing damage that would kill their more civilized cousins.

Neither ignorant nor savage, barbarians are masters of their destiny. A barbarian's self-reliance and solitary nature however, does not lead them to abhor the company of others. They may be insular and suspicious of outsiders, but when a barbarian comes to trust others and call them friend, no stronger ally can be found in all the world.

Barbarian adventurers are generally free of the bonds and fetters that tie down most peoples, even their brethren in their own tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs. Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This cultural background fosters a willful nature and temperament that many view as chaotic and ill disciplined. Barbarians value the wind in their hair and victory in battle over their enemies.

Utilitarian by nature, most barbarians rarely carry more than necessary and accumulate little in the way of treasures and properties – preferring instead cold steel blades, light armor, and items of little bulk.

ABILITIES

COMBAT SENSE: A barbarian has an uncanny sense for the presence of foes in the immediate vicinity, reducing the effectiveness of surprise, flank and rear attacks against them. Barbarians gain a +2 bonus when rolling a surprise check against foes attempting to surprise them. Also, attackers do not get any bonus when attacking a barbarian from the flank. Similarly, back and rear attacks against a barbarian are halved, including special attacks such as the rogue's back attack. Thus, for example, a rogue using the back attack ability against a barbarian gains only a +2 bonus to hit instead of +4.

DEERSTALKER: This ability comes naturally to all barbarians and covers a wide range of survival skills. In short it is their natural ability to endure environments that lesser men would find harsh.

The Deerstalker is able to forage off the land, finding shelter, food, and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, a barbarian can find these resources without the need for an attribute check. This requires 1d6+2 hours of hunting, foraging, building, and gathering. He can do this only for himself. A barbarian can start a fire in 1d10 minutes by natural means, as long as the needed materials are available. A barbarian also can determine true north in relation to the character, as long as he is in a wilderness environment.

With the deerstalker ability barbarians are capable of climbing typical natural slopes and inclines, such as a steep, rocky hillside cliff, without the need to make an attribute check. Barbarians can ford and swim typical rivers and bodies of fresh water. When climbing or swimming, the barbarian moves at one-half normal movement. When climbing or swimming a barbarian cannot wear armor weighing more than 25 lbs., and must set aside any accoutrements that weigh over 25 lbs or are unusually encumbering.

INTIMIDATE (CONSTITUTION): Barbarians offer an imposing display of ferocious raw power. They instinctively realize that victory lies in the wine-besotted, soft demeanors of their foe and that brute force works best when combined with overwhelming terror. Barbarians are able to project themselves as this brutal, terrifying force. Whether through sheer force of will, or savage decorum, a barbarian is able to strike fear into and intimidate his opponents. While attacking and upon a successful constitution check any creature of equal or lesser hit dice of the barbarian suffers -2 to all rolls, including but not limited to initiative, attack, damage and attribute checks. This ability takes effect as soon as the barbarian uses the ability. He must announce it before rolling initiative. It has a 15 foot radius area of effect. Intimidate is usable only once per combat encounter. At **1st level**, a barbarian can intimidate one creature. The number of creatures intimidated increases with level as follows: up to 2 creatures at **3rd level**, up to 4 creatures at **6th level**, up to 8 creatures at **10th level**, and up to 16 creatures at **15th level**. The intimidation ends the moment the barbarian fails to strike the intimidated creature.

PRIMEVAL INSTINCTS: Barbarians are able to tap into a strength that goes beyond the physical and gives them a fearless edge. This strength is primeval in its nature, driven by instincts that are closer to those of animals than men. Under difficult circumstances they tap into this primeval instinct in attempting Herculean tasks. This ability is only accessible if the barbarian throws himself at the challenge, whether in the beginning of the round or as a last ditch effort. Any move on the character's part to flee, hesitate, or to debate the action, immediately negates the primeval instincts and the barbarian cannot act upon them or use them to overcome the action. When using this ability, if the physical action is of such difficulty that the Castle Keeper requires a physical attribute check (strength, dexterity, or constitution), the barbarian gains a +4 to the check. The barbarian cannot use this ability if they are wearing armor weighing 25 lbs. or more, or has fled from the challenge. It is important to note that even if the situation is a last ditch effort, if the barbarian has fled previously, he cannot use primeval instinct.

This ability also allows the barbarian to hold his breath for a period of time, run long distances, and survive longer in extreme temperatures and weather conditions. None of these abilities require an attribute check. Instead, they are limited in duration. Barbarians can hold their breath for a number of rounds equal to their constitution score. Barbarians can survive in extreme environments, temperature, and weather conditions for one day more than a normal person could do so. And, a barbarian's great fortitude allows them to run long distances without tiring easily. When calling upon this inner fortitude, the distance a barbarian can travel in a day is doubled.

WHIRLWIND ATTACK: At **4th level**, a barbarian's combat sense and athleticism merge in a fearsome and deadly ability. With this ability, the barbarian can combat multiple enemies surrounding him. The barbarian must announce use of the ability before attacking and he cannot retreat before using it. The whirlwind attack is usable only once per combat encounter and replaces their normal combat action. When used, the barbarian gains an attack roll against two opponents as long as those enemies are within 5 feet or less of the barbarian and possess no more than one-half of the barbarian's hit dice. For example, two second level fighters attempt to jump a barbarian in an alley; the barbarian may make a whirlwind attack, gaining one attack against each of the fighters. The number of foes subject to the whirlwind attack increases as the barbarian rises in levels. At **6th level** the barbarian can attack up to 3 opponents, and at **10th level** a barbarian can attack 4 opponents. The ability does not progress beyond **10th level**.

PRIMEVAL WILL: At **6th level**, a barbarian's stoic nature increases his longevity on the battlefield. When fighting a hard pressed combat with mounting wounds the barbarian can call upon this ability. To use the ability, the barbarian's hit points must be reduced to a specific number, as follows: 12 hit points or less at levels 6-9; 18 hit points or less at levels 10-14; and 24 hit points or less at levels 15 and up.

When battle or circumstances reduce a barbarian's hit points to the specified number of hit points or less, the character can use this ability to immediately gain an additional 12 hit points. Damage inflicted after the barbarian activates the ability is first absorbed by the 12 hit points granted by primeval will. The additional hit points last only for the duration of the combat. When the affects of the ability wear off, the barbarian must remove any hit points remaining from the 12. The ability can be used only once per day.

Primeval will grants an additional, unique ability as well. It can save the barbarian from an attack that would normally strike the character dead or unconscious. If a barbarian suffers damage such that reduces the character to zero or negative hit points before the barbarian can use this ability, it automatically activates and imparts an additional 12 hit points. If the additional hit points raise the barbarian character's total hit points to 1 or more, the barbarian may keep fighting. Note that if a blow strikes the barbarian and reduces their hit point to -10 hit points or beyond, the primeval will ability cannot save the character. Also, removal of these hit points cannot reduce the barbarian beneath 1 hit point.

ANCESTRAL CALLING: At **10th level** a barbarian's reputation and prestige allows them to call upon others to fight alongside the barbarian with heightened ability. The affected creature gains hit points equal to the maximum of one extra hit die for the creature. For example, an affected fighter would gain

an additional 10 hit points. The ability affects a number of creatures equal to twice the barbarian's level. The ability only affects creatures of equal or lesser hit dice. The effect lasts for no more than one day, or until completion of a specific task, or as long as the Castle Keeper allows. The barbarian can only use this ability once per week and it cannot be used in conjunction with another barbarian's use of the same ability. It is important to note that this ability does not affect morale nor is it based upon a barbarian's charisma. Instead, it is the barbarian's force of will and reputation that causes those around him to heed his call and rise to the task set before them.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Combat sense, deerstalker, intimidate, primeval instincts, whirlwind attack, primeval will, ancestral calling

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	2,101
3	d12	+2	4,701
4	d12	+3	9,401
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	170,001
9	d12	+8	340,001
10	d12	+9	600,001
11	+5 HP	+10	800,001
12	+5 HP	+11	1,000,001
13+	**200,000 per level**		

BARD (CHARISMA)

Every age and people has a voice. That voice finds its measure in story, expressed in legend, tale, song, poem, battle cry or speech. From wild barren steppes to the frozen lands at the tips of the world, from taverns to town squares, and from city streets to imperial residences, there are those blessed with the ability to artfully weave story and legend, moving the heart to great feats. In recounting epic deeds of ages past, bards inspire listeners to greater deeds as if by magical incantation. They captivate hearts, cause tears to flow, and invigorate individuals and crowds. These storytellers are historians and lore masters with oratorial skills guided by the muses. Some are powers behind thrones, weaving future events through tales of the past. Others are the backbone for troops of soldiers, inspiring courage in times of distress. But the most renowned are the warrior-poets, whose adventures and escapades are legendary. These ply their skills across the wide world, and are known as bards.

Bards can lead by example or deed, but they primarily influence others with story, art or argument. Their skill of recitation borders on the magical, so much so that they are often able to charm listeners with their tales. Many also possess training in feats of arms, whether intentionally acquired for a greater poetic understanding of valor and mortal combat or learned accidentally when they have found themselves in dire straits and amongst dangerous foes.

Bards possess artistic skills that are needed to convince an audience that what they see is more than what is shown. They gain access to the various strata of society, both low and high, walking among them to acquire knowledge and power. The bard pays heed to the moods and tales of all, whether noble or villain, realizing the importance of even the meanest of peoples. They are skalds, minstrels, troubadours, lore masters, poets, chroniclers, schemers, sages, musicians and orators, blending fact and fiction to great effect.

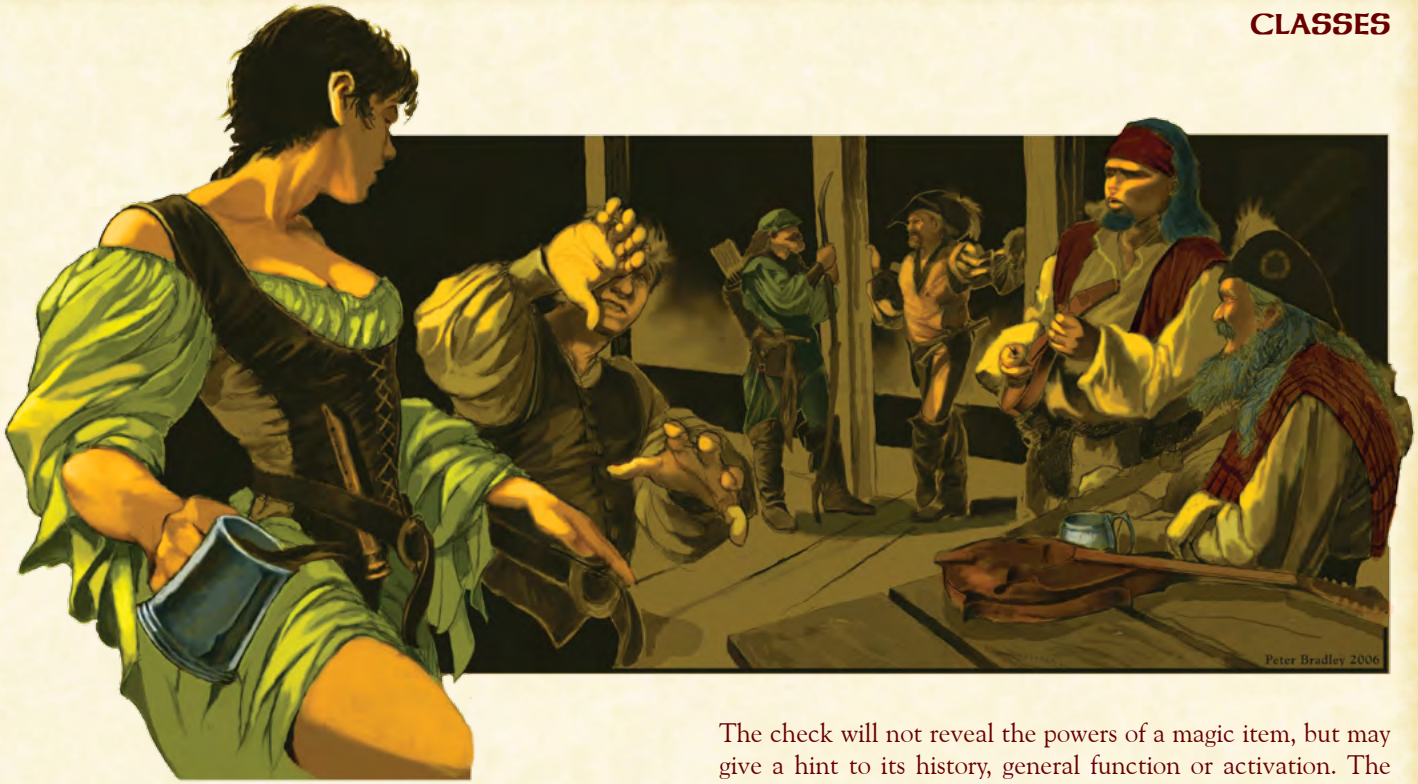
Whether weaving tales or delivering odes, bards can effect changes in individuals and small groups, inspiring them to great deeds in combat or to humble behavior. They give voice to history, and weave tales establishing ethics and morals, reinforcing the frameworks of societies. They possess a tremendous knowledge of events great and small, of legends and the nature of magics. Most bards teach much of what they know, but all bards keep some knowledge to themselves, considering it a source of power and prestige only to be dispensed with in the most extraordinary of circumstances.

The bard's role as historian and storyteller requires a bending and twisting of fact and a weaving of fiction to tell their tales well. They must be free of mind and spirit, with agile and active imaginations. Bards are not bound by the often moribund and strict interpretations of academics and others who depend on the separation of fact and fiction.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat, where they often perform deeds of valor. In life they prefer not to be encumbered by worldly goods. They rarely take up permanent residence and are generally ready to move on. Usually, their most prized possessions are the instruments they carry, scrolls with great tales writ upon them, or items to which they have attached great value and through which they recall legends and tales.

ABILITIES

DECIPHER SCRIPT (INTELLIGENCE): Bards often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the bard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten minutes to decipher each page of a script. A decipher script check may be made only once per



writing. A bard may use this ability to decipher and then use an arcane scroll, as a wizard or illusionist would, if a successful check is made at a penalty of –10. This ability may not be used to decipher divine scrolls.

EXALT (CHARISMA): This is the bard's ability to inspire companions and listeners, allowing them to surpass their normal level of performance. Some bards invoke this ability through song and music, while others do so through oration, battle cries or sheer acting and demeanor. With a successful attribute check, a bard can help allies succeed at a task. The ally gets a +2 bonus on any action requiring an attribute check, including class ability checks, saving throws and standard attribute checks. This ability does not affect attack rolls. The allies must be able to see and hear the bard, and must be within 60 feet. The Castle Keeper may rule that certain uses of this ability are infeasible. The bard can use this ability once per day per level, and can maintain the effect for a number of rounds equal to the bard's level. The bard can take other actions while using this ability, unless the Castle Keeper rules otherwise. As the bard rises in levels, the bonus imparted increases as well. It rises to **+3 at 6th level**, **+4 at 12th level** and **+5 at 18th level**.

LEGEND LORE (CHARISMA): Bards are lore masters of myth and archaic knowledge. With a successful attribute check, a bard gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue's cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Castle Keeper gauges the challenge level of the check based on whether the knowledge is:

Common: This constitutes information known by at least a substantial minority of the local population.

Uncommon: The information is known by only a few people in the area, though easy to track down.

Obscure: The information is known by a few, but rather hard to come by.

Extremely Obscure: The information is known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don't understand the significance of the knowledge.

FASCINATE: At **4th level**, a bard gains the ability to place a single creature into a trance. The creature to be fascinated must be able to see and hear the bard, and the bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other danger will prevent the ability from working. The Bard can use music, poetry, chanting, speech, whistling, playing an instrument or any combination of the above to produce the intended effect on the creature, as long as some verbal performance is included. Bards can use this ability three times per day, and can maintain the effect for a number of rounds equal to their level.

When a bard uses this ability, the target makes a charisma saving throw to resist the bard's spellsong. If the saving throw fails, the creature sits quietly and listens to the bard for up to the full duration of the effect. While using this ability, a bard must concentrate, as if casting or maintaining a spell. While fascinated, the target is treated as if prone and also suffers a -4 penalty to all saving throws and a -5 to armor class. If the creature's saving throw succeeds, the bard cannot attempt to

fascinate that creature again for 24 hours. Any threat that is obvious to the fascinated creature, such as the casting of a spell, drawing of a sword or aiming of a weapon automatically breaks the effect.

As the bard rises in levels, the power of the fascination increases as well, allowing the bard to further influence the listener through suggestion. These specialized uses of the fascinate ability can only be performed on creatures who are under the influence of the bard's fascinate ability. At **5th level**, a bard may attempt a *charm person* on a fascinated creature. At **8th level**, a bard may attempt to implant a *suggestion* into a fascinated creature. At **12th level**, a bard may attempt *antipathy/ sympathy* on a fascinated creature. At **18th level**, a bard may attempt a *mass suggestion* on fascinated creatures. In each case, the creature receives a saving throw to attempt to resist the spellsong.

As the bard gains experience, the number of creatures that can be affected by the fascination, or one of its specialized uses, increases. The number of creatures is equal to two fewer than the level of the bard. For example, a **4th level** bard can fascinate 2 creatures, a **6th level** bard can fascinate 4 creatures, and a **12th level** bard can fascinate 10 creatures.

EXHORT GREATNESS: At **9th level**, a bard can inspire greatness in one other creature. For every two levels the bard attains beyond 9th, the bard can inspire greatness in an additional creature. To inspire greatness, the bard must use song, poetry or some sort of oration. The creature to be inspired must be able to hear the bard, and must be within 30 feet for the effect to take place. A creature inspired with greatness gains temporary hit points and attack bonuses for as long as the bard is within its hearing and the bard continues to sing or orate. This effect lasts for one minute, or six rounds, at **9th level**, and the duration increases by one additional round for every level beyond 9th. The creature can move out of the 30 foot radius once the exhortation has begun, but it must still be able to hear the bard at all times.

The target creature gains a +2 bonus on all 'to hit' rolls, and gains temporary hit points as if two hit dice (or levels) higher. Apply the creature's constitution modifier, if any, to each bonus hit point roll. See the combat section for a detailed explanation of temporary hit points.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Broadsword, bows, club, dagger, dart, hand axe, hammers, javelin, longsword, rapier, scimitar, short sword, sling, spear, staff

ARMOR: Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather

ABILITIES: Decipher script, exalt, legend lore, fascinate, exhort greatness

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	1,501
3	d10	+2	3,251
4	d10	+3	7,501
5	d10	+4	15,001
6	d10	+5	30,001
7	d10	+6	60,001
8	d10	+7	120,001
9	d10	+8	240,001
10	d10	+9	450,001
11	+4 HP	+10	625,001
12	+4 HP	+11	800,001
13+	**175,000 per level**		

CLERIC (WISDOM)

Upon the fields of battle, where good and evil struggle, there stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, actions on the field of battle, and by bringing justice or retribution to their foes.

Clerics are warrior-priests. They are religious by nature and can be found in service to a pantheon of deities or eternally bound to serve only one. From their deity or deities, the cleric receives divine powers and act as conduits of the power of their deity upon the planes of men. Yet these powers come at a high cost in service, devotion and loyalty. A cleric's divine connection to a deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

Deities can be of any ethos or morality: from good to evil, and from lawful to chaotic. All of the deities have priests and devotees who serve and worship them but the cleric is always of like mind and nature as the deity they worship. They never falter in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered and betrayed power.

Typically, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine

abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells Per Day Table (pg 28)* shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13-15 or higher, they receive an extra **1st level** spell. If the wisdom score is 16-17 or higher, they receive an extra **2nd level** spell and if 18-19 or higher, an extra **3rd level** spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

> For example, a **4th level** cleric with an 18 wisdom receives four **0 level** spells, four **1st level** spells and three **2nd level** spells. No bonus **3rd level** spell is acquired until the cleric reaches **5th level**.

TURN UNDEAD (WISDOM): A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channelling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may, instead of turning undead, control them. An evil cleric must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in *Turning Undead, page 180*.

WEAPON SELECTION: The cleric is only allowed to use certain weapons. They can, if they choose, pick a weapon off the list that is identical to the major weapon in use by the deity which they worship. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the cleric intends to undertake.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	140,001
9	d8	+4	300,001
10	d8	+5	425,001
11	+3 HP	+5	650,001
12	+3 HP	+6	900,001
13+ 250,000 per level			

CLERIC AND DRUID SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	4	4	3	2	1				
10	5	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	6	6	6	5	5	4	4	3	3

DRUID (WISDOM)

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live with contentment outside of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death, and acceptance thereof. Druids are feared by many, for they call upon powerful elemental and nature spirits, and they can gather great hosts of nature to fight for their causes.

Druids seek to protect the wilderness and its beasts from the encroachments of civilization, lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates people who are weak and dependent upon a material culture. They are fiercely individualistic, and are often found among the barbarian peoples of the world.

Druids live in harmony with nature, revering its power and beauty. Although they are sometimes termed priests of nature, the druid is much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, some promote the beliefs of one or more nature deities, and some bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms. Their divine dispensations are gifts from the spirits of the wood, rock, water and wind.

Storms rage across the plains, seas thunder against coasts, and the grasses of the wild steppe wave ceaselessly: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings, druids possess specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

A druid may use weapons crafted from nature's raw materials, such as wood, leather, stone and cold-forged metal. Traditionally forged weapons are antithetical to druidism. Some druids prefer to use a weapon identical to that wielded by the deity whom they worship. In war and combat, druids often wield cold-forged pure metal weapons fashioned of beaten iron or copper, but not of beaten steel or bronze.

Likewise, a druid prefers armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced metal-smithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

Should a druid cease to revere nature, or ignores their code, the wrath and fury of the spirits of the wild descend upon the errant druid in vengeance.

ABILITIES

BONUS LANGUAGES: Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren.

Additionally, if a druid has a high enough intelligence to learn an additional language, the following languages are available to them: aquan, auran, elf, fey, giant, gnome, sylvan and terran. The druid must have lived in or near a community of those whose language they seek to learn.

NATURE LORE (WISDOM): Druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This relationship imparts to them a specialized knowledge of the wilds. A druid can identify plants and animals with perfect accuracy in the type of environment where the druid was trained or currently lives. In unfamiliar environments, the druid must succeed at a wisdom check to successfully use this ability.

This identification ability allows the druid to determine the species of a plant or animal and the special qualities or abilities of the species. The druid can also determine whether water is safe or dangerous to drink. Additionally, druids can find shelter and forage for food. A druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the druid wishes to support additional people, they must spend 6 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the druid wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the druid must spend an additional 6 hours gathering food to feed and water an additional 2-8 people. A third attempt to gather food can be made. A wisdom check at -4 is made but if successful, another 6 hours of searching can feed an additional 1-4 people. This additional effort allows the druid to gather food and water for up to 5-20 creatures total. The druid can only hunt and forage for food three times per day.

SPELLS: A druid casts divine spells. The spells available are listed on the druid spell list. Each druid can cast a limited number of spells from each spell level per day. The *Cleric and Druid Spells Per Day Table (pg 28)* shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section.

BONUS SPELLS: High wisdom indicates a greater divine or spiritual connection to their deities, so druids with high wisdom gain bonus spells. If the character has a wisdom between 13-15 or higher, they receive an extra **1st level** spell. If the wisdom score is 16-17 or higher, they receive an extra **2nd level** spell and if 18-19 or higher, they receive an extra **3rd level** spell. Bonus spells can only be acquired if the druid is at a high enough level to cast them. Bonus spells are cumulative.

For example, a **4th level** druid with an 18 wisdom receives four **0 level** spells, four **1st level** spells and three **2nd level** spells. No bonus **3rd level** spell is acquired until the druid reaches **5th level**.

RESIST ELEMENTS: At **2nd level**, druids gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

WOODLAND STRIDE: At **3rd level**, druids gain the ability to move through natural thorns, briars, overgrown areas and similar terrain at normal speed and without suffering damage or other impairment. When doing so, druids leave no trail in the natural surroundings and cannot be tracked. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect druids.

TOTEM SHAPE: At **6th level**, druids gain the spell-like ability to change into a small or medium-size animal and back again once per day. This ability operates like the spell *polymorph self*. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, the character regains 1d4 hit points.

At **7th and 8th levels**, the druid gains a new totem shape. Each shape can be assumed once per day. At **12th level**, the druid gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day, and the druid can decide between the three forms each time this ability is used. When assuming the large version of a totem form, the druid heals 5d8 hit points. At **15th level**, the druid can take a totem shape twice per day and at **18th level**, three times per day.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Neutral (any)

WEAPONS: Bows, club, dagger, dart, hand axe, hammers, scythe, sling, sickle, spears, sword (any), staff

ARMOR: Cuir bouille, laminar leather, padded, leather, leather coat, hide

SPECIAL: Bonus languages, nature lore, resist elements, woodland stride, totem shape, spells

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+1	4,251
4	d8	+2	8,501
5	d8	+2	17,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	180,001
9	d8	+4	275,001
10	d8	+5	400,001
11	+3 HP	+5	525,001
12	+3 HP	+6	650,001
13+			**175,000 per level**

FIGHTER (STRENGTH)

From the maelstrom of war and conflict great warriors arise, tested on and mastering the brutal fields of battle. These combatants nobly make war against cruel overlords and barbarous hordes, or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Found in all societies and amongst all peoples for whom battle is a constant, these are those who turn to the sword and might of arm to defeat their foes and fulfil their desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are all fighters.

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and the ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use their brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double bladed battle axe, or a delicately balanced saber of the finest steel, whether sheathed in plates of shiny metal, or hefting only a shield on the blood washed fields of combat, the mighty arms of these warriors rise and the weak fall beneath them. And it is that strength that carries fighters through the laborious contests of steel that mark their daily lives.

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their bodies. However, all weapons, regardless of make, function to the same end and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. Fearsome with any weapon, the fighter is an opponent that only the foolish underestimate and the weak regret offending.

As with weapons, the use of heavy armor is demanding upon the body. When worn by those unfamiliar with its weight and bulk, armor can be a hindrance to movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand while so donned. Fighters are accustomed to the bulk and weight of armor, knowing how to manage and adjust their thrusts and parries when wearing it. Once trained, a fighter knows how to adjust his or her fighting style to the weight and load of any armor in order to use it effectively.

ABILITIES

WEAPON SPECIALIZATION: At **1st level**, the fighter can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The weapon with which the fighter specializes is usually common to the fighter's culture or society, but it need not be. The Castle Keeper and player should consult to determine which weapons are available for specialization, bearing in mind culture, location and availability.

The fighter can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. For fighters between **1st and 6th level**, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At **7th level** and above, the bonuses increase to a +2 to hit and +2 to damage.

COMBAT DOMINANCE: At **4th level**, the fighter gains an extra attack with any weapon when fighting opponents with **1 hit die** or less. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired. This ability improves as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after **4th level**. So, at **8th level**, the fighter is allowed a total of three attacks, and at **12th level**, the fighter gains four attacks against these opponents. This ability does not combine with the Extra Attack ability described below. This ability is only useable with melee weapons and cannot be applied to ranged combat.

For example, an 8th level fighter is battling 5 kobolds in a dank cavern. The kobolds have 1HD. When it comes time to attack, the fighter is allowed three swings against the kobolds; one swing for the class and two swings for the Combat Dominance ability. The fighter can choose to attack one kobold three times or three different kobolds one time each.

EXTRA ATTACK: At 10th level, the fighter gains one additional attack each combat round with any weapon. This ability does not combine with Combat Dominance. When in a combat where both abilities could be used, the player must choose to use either the Extra Attack or Combat Dominance ability during each round. The Extra Attack ability is useable with melee and ranged weapons.

PRIME ATTRIBUTE: Strength

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

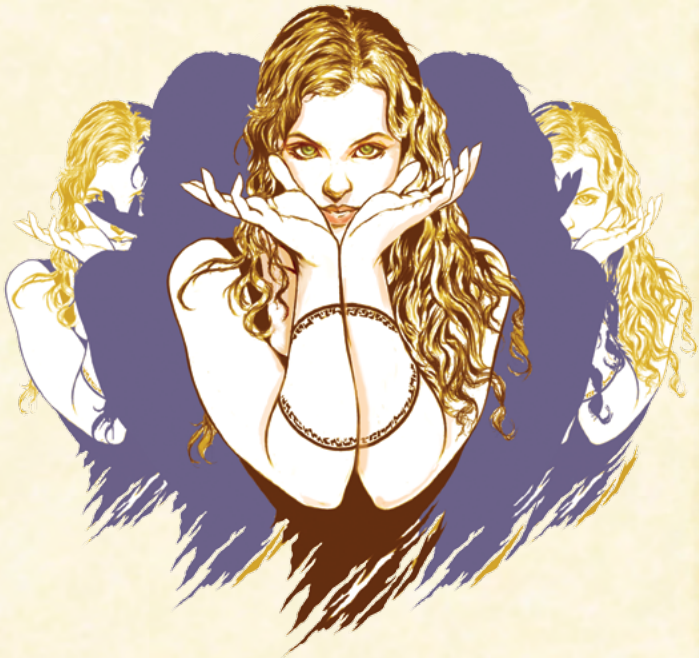
ARMOR: Any

ABILITIES: Weapon specialization, combat dominance, extra attack

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501
5	d10	+5	17,001
6	d10	+6	34,001
7	d10	+7	68,001
8	d10	+8	136,001
9	d10	+9	272,001
10	d10	+10	500,001
11	+4 HP	+11	750,001
12	+4 HP	+12	1,000,001
13+ 250,000 per level			

ILLUSIONIST (INTELLIGENCE)

In a profession where skill is measured by power, there are those magi who use their powers to make a mockery of reality itself. Rare indeed are the illusionists. These are spellcasters who use the arcane to blend and blur and twist what is, with what may be. They ply the minds of others and twist desire and perception into deceptive and often deadly illusions. Faced with the illusionists's spells and incantations, few can unravel the truth from their own fears or desires. Greatly feared for their mind influencing spells, the illusionist is heralded as one of the greatest and most mysterious of the magi.



An illusionist uses magic to alter the perceptions of others and even reality itself. This magic deceives the senses, creates false images and sounds, changes sensory qualities, affects the mind's perceptions, and in some cases fashions arcane energies into something real. The illusionist is an uncommon and, more often than not, underestimated type of spell caster. They are greatly valued for their understanding of the mental caprices of most intelligent races. Illusionists are often found in high places of government using their skills to enchant those of both high and low birth, twisting the desires of any that may be of use.

Powerful illusionists make loyal soldiers out of brigands, and fools out of professional military men and can, with their magic, empower rabble to sweep trained armies from the field.

A keen intelligence and a depth of perception unknown to most men are required for the illusionist to master the complex relationships between magic, the mind and the mundane. Further, an empathy for those around the illusionist is indispensable for the illusionist to create masterful illusions and to warp another's perception of reality.

An illusionist may choose any alignment. They are not bound to follow any particular creed, culture or religion. They come from all walks of life and, due to their meddling in the minds of others, they frequently have a greater empathy for all castes of people than any of the other classes.

Illusionists are generally untrained in martial warfare, and are thus limited in their choice of weapons. In any case, most illusionists view the use of weapons as vulgar. It takes little intelligence, so they have convinced themselves, to wield a weapon in combat, so eschew them.

Almost all spells require somatic and verbal actions and these complex gestures and intonations cannot be performed unless the illusionist is free to move and speak. Indeed, any use of armor or shield prevents the illusionist from casting spells.

ABILITIES

SPELLS: An illusionist casts arcane spells like a wizard; however, illusion magic is inherently different and requires a unique spell list. Like a wizard though, an illusionist is limited to a certain number of spells of each spell level per day. The *Illusionist Spells Per Day Table* shows the number of spells per day an illusionist may cast. An illusionist must prepare spells before casting them. This is done by studying spells from a spell book. While studying, the illusionist decides which spells to prepare. Spell memorization and descriptions are covered in detail in the *Magic* section (*page 68*).

ILLUSIONIST SPELL BOOKS

The number of spells that a an illusionist has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a **1st level** illusionist with 14 Intelligence can cast four **0 level** spells and three **1st level** spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four **0 level** and three **1st level** spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (*use the Spell List Charts starting on page 83 for illusionists*).

BONUS SPELLS: With a high intelligence score, an illusionist gains bonus spells. If the character has an intelligence of between 13-15, they can memorize an extra **1st level** spell. If the intelligence score is 16 or 17, they can memorize an extra **2nd level** spell and if 18 or 19, they can memorize an extra **3rd level** spell. The bonus spells can only be acquired if the illusionist is at a high enough level to cast that spell level. Bonus spells are cumulative.

For example, a **4th level** illusionist with an 18 intelligence receives four **0 level** spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the illusionist reaches **5th level**.

SHARP SENSES: An illusionist's innate ability to distinguish the real from the unreal imparts a +1 bonus to all illusion saving throws. The bonus increases to +2 at **4th level**, +3 at **7th level**, +4 at **10th level**, +5 at **13th level** and +6 at **16th level**.

DISGUISE (CHARISMA): Using magic and props, the illusionist can disguise himself and impersonate others. The effort requires 1d3x10 minutes of work. A disguise can include an apparent change of height or weight of no more than one-tenth the original. The Castle Keeper makes the character's check secretly, so that the player is not sure if the disguise is successful. Illusionists can use spells, like *change self*, to augment their disguise and give them a greater chance of success. The following modifiers are applied to a disguise check when appropriate: sex difference -2; race difference -2; age difference -2 per 10 years.

Success indicates a disguise good enough to fool normal observers. The Castle Keeper may allow a suspicious observer an intelligence check to see through the disguise. If the observer is familiar with the person being impersonated, they gain a bonus of +4 to the intelligence check. If the person being impersonated is a close associate or friend of the observer, the check is made at +8. Additionally, disguises must be occasionally changed to remove suspicion.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Disguise, spell casting, sharp senses

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	900,001
13+	**150,000 per level**		

ILLUSIONIST SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	6	6	5	5	4	4	3	3

KNIGHT (CHARISMA)

Upon windswept battlefields where armies struggle for supremacy, there are those who make war their daily bread. They are the professional soldiers who lead and guide in war and in peace. They serve kings, emperors, lords, nobles, merchants and guild houses. War is their vocation, the battlefield their home, and death is their constant companion.

The knight is the archetypical military leader. They are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary between cultures, it follows several basic tenets: courage in the face of battle, service to one's lord, honor, faith, humility, generosity and loyalty. Knights are not necessarily nobles, though they may be of noble birth. They are a caste of professional, mounted warrior-leaders. They do not judge another's wealth in terms of land or money, but rather by action and deed. To a knight, a pauper who unseated forty foes in a tournament is wealthier than a potentate whose foot has never touched a field of battle. By the same token, a knight able to supply his fellows with fresh mounts, armor, and weaponry is respected far more than one who hoards wealth. The knights' ability on the field of battle makes them leaders in almost any situation.

A knight's power flows from their strength of will, leadership and individual charisma. The latter is the most salient characteristic of all knights. They are men and women of great bearing and powerful demeanor. Knights are as constant and unyielding in their codes as they are upon the field of battle.

Knights follow codes of conduct and honor, dictated by culture and environment. These can vary in many aspects, and the details of a knight's patterns of behavior, acceptable battlefield conduct and use of weapons are unique to their culture and caste; but a knight's virtues stem from certain universal values, strict adherence to their code, bravery, honor and faith. They serve both evil lords and good kings, but all must follow the tenets of their code, or risk losing their knighthood. An example of the typical virtues present in a knightly code of conduct appears below. Knights must conform to this strict code-of-conduct, known as courtesy, at all times.

A knight's selection of weapons is limited by the knightly code of conduct. A knight may use any melee weapon except whips, the sap, chains or the like. In general, they cannot use weapons associated with cowards or cowardly deeds. Bows are rarely used by knights, though occasion does permit their use in siege warfare or at a tourney. The Castle Keeper should make that determination.

From an early age, knights train in the art of war. They master the use of armor and weapons; they inure themselves to the trials and tribulations of battle, becoming fearless through confidence. Knights prefer an honorable death in combat to a long life lived as a coward.

As a member of a caste of warriors, the knight may expect noblesse oblige, or hospitality, from any other knight. At times, even knights in conflict will extend this hospitality to one another. The knight, however, is expected to return such courtesy in kind, even to an enemy.

At least 10% of a knight's income must be given as scutage to the knight's superior lord or order as soon as possible after it is acquired.

ABILITIES

BIRTHRIGHT MOUNT: A trained and healthy mount is important to a knight's station and status. In addition to their starting money, knights begin play with a fully outfitted riding horse (saddle, blankets, saddlebags, bit and bridle, harness, horseshoes, and meal). The mounts are hardier than most, having 2d8+2 hit points. A riding horse is not trained for combat, and a knight has some difficulty fighting from a riding horse (see mounted combat).

RIDING HORSE *(Their vital stats are HD 2d8+2, AC 13, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+1 points of damage.)*

LIGHT WAR HORSE *(Their vital stats are HD 3d10, AC14, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+2, or a bite for 1d4 points of damage.)*

HORSEMANSHIP (DEXTERITY): Knights are trained in mounted combat and are familiar with all types of horses, from mounts used for riding to heavy war horses. Without the need for an attribute check, knights can saddle, mount, ride and dismount; perform simple leaps and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels); fight from a mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When viewing a horse or a group of mounts, knights can determine the strengths and weaknesses of each horse, and can generally pick out the strongest, fastest or all-around best horse. When fighting from a war-trained mount (light to heavy war horse), a knight can direct the mount to attack and still make his or her attack normally.

With a successful check, and by foregoing any attack or other action, knights may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap and charge.

Cover: A knight can drop and hang alongside a mount, using it as three-fourth's cover.

This grants a +6 bonus to the knight's armor class from those on the opposite side of the horse. The knight cannot attack or be holding anything while using this ability.

Deflect: This entails the mount being moved between the opponent and the knight or positioned to offer maximum cover for the knight, while at the same time allowing the mount to avoid blows. This maneuver gives a +4 bonus to the knight's armor class and a +2 bonus to the mount's armor class.

Fall Softly: A knight can attempt to take no damage after falling from a mount, by rolling to the side or leaping off, including when the mount itself falls. A character takes 1d6 points of falling damage on any failed attribute check.

Leap: The knight may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than $^{2}/_{3}^{rds}$. the height of the horse.

Charge: A knight is well trained in the use of a lance. When fighting from a mount and charging, a knight inflicts triple damage upon a successful hit when wielding a lance.

INSPIRE: The mere presence of a knight upon the field of battle can alter the mood of armies and change the tide of combat. This gives the knight the ability to inspire companions and followers. Any person friendly to a knight's immediate endeavor gains a bonus to hit equal to the knight's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of persons that are affected increases as the knight gains levels. At **1st level**, the knight can affect up to 12 creatures. The ability affects up to 25 creatures at **3rd level**, up to 50 creatures at **5th level**, up to 250 creatures at **7th level**, up to 1000 creatures at **9th level**, up to 5,000 creatures at **12th level** and 20,000 creatures at **16th level**. This ability cannot be used in conjunction with *embolden* or *demoralize*.

EMBOLDEN: At **3rd level**, the knight's confidence and fearlessness in the face of danger instills courage in their companions and followers. Any companions or followers within 30 feet of the knight gains a bonus of +1 to strength, constitution, dexterity, and intelligence saving throws, and a +2 to wisdom and charisma saving throws. This ability can be used once per day and lasts a number of rounds equal to the knight's level. This ability cannot be used in conjunction with *demoralize* or *inspire*.

DEMORALIZE: At **5th level**, the knight causes fear and dread in the ranks of foes and enemy forces. Enemies to the knight's immediate endeavor suffer a penalty of -4 to charisma checks. In addition, the affected foes must successfully save versus fear at a -4 penalty or suffer a -1 penalty to hit. This ability can be used

once per day and lasts a number of rounds equal to the knight's level. The number of creatures that can be affected increases as the knight gains levels. At **5th level**, the knight can affect up to 25 creatures. The ability affects up to 100 creatures at **7th level**, up to 250 creatures at **9th level**, up to 1,000 creatures at **12th level** and 5,000 creatures at **16th level**. This ability cannot be use in conjunction with *embolden* and *inspire*.

BATTLEFIELD DOMINANCE: At **8th level**, the knight can use *demoralize, embolden* and *inspire* in the same round. This is in addition to their regular use individually.

CALL-TO-ARMS: At **10th level**, a knight reaches a level of renown that allows him to attract followers to his cause. By establishing a stronghold, a knight can attract 2d10 followers of 0 level every month. For every 40 followers that flock to the knight's standard, a 1st level knight heeds the call as well. When 80 followers have been attracted, a knight of at least 5th level is attracted. This cycle repeats until the knight can no longer pay for the upkeep of his followers. Thus, when 120 followers are reached, another 1st level knight comes, and when 160 followers are reached, another 5th level knight arrives.

Followers must be supported or they leave. 0 level followers require 2gp per month and 1st level knights cost 100 gp per month. Every knight of a higher level requires 100 gp per level per month.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Any

WEAPONS ALLOWED: Any except Code-of-Conduct limitations

ARMOR ALLOWED: Any

ABILITIES: Birthright mount, horsemanship, inspire, embolden, demoralize, call-to-arms

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	+4 HP	+10	725,001
12	+4 HP	+11	900,001
13+	**175,000 per level**		

TYPICAL KNIGHTLY VIRTUES AND CODE OF CONDUCT

The Castle Keeper and the player should develop the details and expectations for a knight character prior to play as courtesy will vary from campaign to campaign. The following is a typical code of conduct for a knight.

Courage: To flee in fear from a battle or from a struggle that might be won is dishonorable and churlish. So long as any hope remains, the knight is bound to fight until death or victory is won. Personal interests bow to service of the cause. Courage however, is guided by wisdom and truth.

Defense: A knight should defend liege, nation, family and all those who depend upon the knight, or all those deemed worthy of their protection. Sacrificing oneself for these would be considered a worthy and noble death.

Discreetness: A knight is discreet in affairs with friends and others. Slander is uncalled for, and that which is not seen or heard personally should not be repeated. A knight should not demean others, gossip, spread malicious lies or commit slander. Even enemies are treated with respect.

Excellence: The knight should strive for excellence in everything, whether the art of war or the gentler arts of the court. Excellence is marked by commitment, zeal, attitude and conduct.

Faith: Knights must have faith in their beliefs, for only faith provides courage and loyalty. A knight's faith provides a shield against the darkness of despair.

Honor: A knight should be honest in dealing with others, being quick to remedy or make restitution for injustice. A knight keeps his word and follows through on commitments. A knight performs deeds that bring honor to his or her liege and to the office of knighthood. A knight shall not attack an unarmed foe, or one asking for mercy.

Humility: A knight values the contributions of others and their deeds of reknown. Telling the deeds of others glorifies the office of knighthood. It is unseemly for knights to boast of their own deeds, for a knight's reknown, if truly earned, will be noted by peers. Only the weak trumpet their own accomplishments.

Justice: A knight should seek the path of "right", unencumbered by personal bias and interest. A knight strives to punish the guilty, while remembering that justice without mercy can itself be unjust. A knight treats others with fairness and honesty, and mediates disputes without malice.

Largesse: A knight is expected to be as generous as possible. A knight should be willing to provide aid to friends and allies, and even to other knights, with no thought of repayment, for those of a chivalrous demeanor will repay the knight in kind and in full measure.

Loyalty: The knight's word is a bond, and an oath once sworn should never be refuted, save when an oath-bond is broken by the other party. A knight should be unwavering in commitment to liege and cause, family and faith, code and ideals. A knight keeps sacred any confidence entrusted.

Nobility: A knight seeks stature by upholding the virtues of knighthood, though knowing that perfection is impossible. Only by striving for perfection, however, does a knight achieve greatness of character and spirit.

Valor: A knight seeks to uphold the office of knighthood, and faces death with valor.

MONK (CONSTITUTION)

dventuring is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron when entering the fray. They instead rely upon their bodies and minds for survival in combat, honing themselves into unbreakable weapons of war.

The monk is devoted to the perfection of the body and the mastery of mind over body. The monk is an expert in unarmed combat, be it wrestling, boxing, kung-fu or any of the other martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion and structure, but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, all are devoted to the use of the body as the best weapon on the field, and the mind's control of the body as the best weapon of all.

Monks seek a perfect balance between physical strength and mental control of the body. When in unison, the monk has achieved the perfect, unbeatable weapon; but the path to attain this state is difficult and exhausting. Only those with great stamina and fortitude achieve it.

To achieve a harmonious balance of mind and spirit, the monk must not be susceptible to wild urges, emotions or other distracting mental conditions. A physical and mental harmony must be maintained in order to function at peak ability. To manage this, a monk will usually adhere to their code, master routines necessary to train the body and mind to work together, and undertake strict physical and mental regimens of purification required to achieve perfect control of the body.

The monk generally prefers to engage only in hand-to-hand combat. Some might use simple or mundane weapons that appear innocuous but when mastered, become deadly extensions of the body. The choice of weapon reflects a philosophy common to all monks: the desire to take that which is commonly perceived as weak and harmless and mold it into something strong and lethal.

Monks cannot wear bulky and heavy armors or objects that weigh them down and restrict their movement. Instead, they rely upon their speed and skill at predicting a foe's movements and attacks so as to deflect and avoid blows intended to inflict mortal harm.

ABILITIES

FAST MOVEMENT: A monk moves faster than normal. A monk carrying a medium or heavy load loses this extra speed and moves at 30'. See the Monk Special Abilities Chart for a monk's movement rate.

HAND-TO-HAND COMBAT: A monk specializes in hand-to-hand combat, be it boxing, brawling, wrestling, or a complex, disciplined martial art. This martial skill imparts the unique ability to attack with hand, foot, other body part, or the whole body, and aids in defense.

The monk's hand-to-hand attacks and damage are shown in the Monk Special Abilities table. A monk begins with a single hand-to-hand attack, and at **6th level** gains an additional off-hand, secondary attack. The amount of damage theses attacks inflict is shown in the table. A monk character may choose whether damage inflicted by a successful hand-to-hand attack inflicts normal damage or subdual damage as described in the Damage entry of *The Castle Keeper & The Game* section of this book.

A monk's martial skill and body control allows him to use his body for defense. A monk's base armor class increases with experience as indicated on the table.

The monk adds +2 to all overbearing and grappling attacks.

IRON BODY: A monk's training and bodily control creates a hardiness and toughness that makes the monk more resistant than normal to harmful toxins and diseases as well as effects that control, paralyze, or kill. At **1st level**, the character gains a +1 bonus to saving throws versus disease, poison, paralysis, polymorph, petrification and death attack. The bonus increases to +2 at **3rd level**, +3 at **6th level**, +4 at **10th level**, and +5 at **15th level**.

STUN ATTACK: Monks can focus a hand-to-hand attack so as to stun an opponent. The monk must declare use of the stun attack before making the attack roll. A foe successfully struck by the attack must make a constitution saving throw or be stunned and unable to act for 1d4 rounds. Those struck by a stun attack take normal unarmed attack damage. The monk can use this ability once per round, but but no more than once per level per day. A missed attack counts against the monk's daily limitation of use of the ability. The first stun attack must be a primary attack (be it by hand or weapon).

DEFLECT MISSILES: At **2nd level**, a monk's reflexes and body control allows him the ability to deflect non-magical missiles, including but not limited to, arrows, axes, bolas, bolts, bullets, clubs, daggers, darts, hammers, harpoons, javelins, nets, rocks, and spears. The monk must have at least one hand free to use this ability. When the monk would normally be hit by a ranged weapon, the monk can attempt to deflect the attack by making a dexterity check. If the check succeeds, the monk deflects the weapon and suffers no damage. This can be done

once per round for levels 2-5, twice per round for levels 6-10, three times per round for levels 11 to 15, four times per round for levels 16-19, and five times per round for levels 20 and up.

The monk must be aware of the attack to use this ability. An attempt to deflect a ranged weapon counts as a monk's primary unarmed attack. If a monk is high enough level to have a secondary unarmed attack, the monk may still make the secondary attack if the deflect missile ability has only been used once or twice. If three or more missiles are deflected, the secondary attack is considered used. This ability cannot be used against siege weapon ammunition.

IRON FISTS: Beginning at **3rd level**, a monk has begun to master his martial ability to such an extent that his unarmed attacks strike as if dealt by a magic weapon. Thus, the monk can strike and damage creatures hit only by magic weapons. At **3rd level**, the monk's unarmed attack is equal a **+1** magic weapon. This ability improves as the monk rises in levels as follows: **+2 at 5th, +3 at 8th, +4 at 12th and +5 at 17th**. This ability does not confer any actual bonus to hit and damage.

SLOW FALL: At **4th level**, a monk's body control allows him to slow his fall if within 10 feet of a vertical surface. By using the wall or surface, the monk breaks his fall and takes less damage than normal. The damage is reduced as if the fall were 20 feet shorter than it actually is. As the monk progresses in levels, the damage reduction increases as follows: 25 feet at **6th level**, 30 feet at **9th level**, 35 feet at **13th level**, and 40 feet at **18th level**.

FEIGN DEATH: At **6th level**, a monk has mastery over vital bodily functions, and can slow them until he or she appears to be dead. The monk may maintain this state of feigned death for a number of minutes equal to the character's level.

FAST HEALING: At **7th level**, a monk's body naturally heals faster than normal. Each day, a monk heals 1d4+1 hit point per level as long as rest, sleep and meditation is possible. The monk must be in a calm environment, under no physical duress or mental stress, able to sleep undisturbed for 12 hours, and generally rest without exertion for another 6 hours. Food and water should be readily available.

IRON MIND: At **9th level**, a monk gains a +3 bonus to saving throws against confusion, charm, fear, and spells that affect the mind. The bonus increases to +4 at **11th level**, and +5 at **14th level**.

DEATH STRIKE: At 10th **level**, a monk gains a fearsome attack capable of dealing death with a single blow. The monk can use this attack once per week. The attack must be announced before an attack roll is made. The monk must be of higher level than the target, or have more levels than the target's hit dice. If the monk successfully deals damage with the attack, the death strike succeeds and unless the victim makes a constitution check, the victim is immediately slain.

At 12th **level**, after a successful death strike, the monk can choose to delay the victim's death by up to 1 round per level. The monk merely wills the target to die at any point within the alloted time. However, if the monk wishes, the monk need not inflict death on his victim. Instead, the monk can release the victim from the death sentence upon a successful touch attack. For example, a 12th **level** monk successfully strikes a 5th **level** fighter. The monk can will the fighter to die any time within the following twelve rounds. Or, the monk can release the fighter from the death strike by a successful touch attack.

The death strike has no effect on undead, oozes, elementals or creatures that can only be struck by magic weapons, unless the monk is able to hit the creature with the iron fists ability.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Aclis, blowpipe, bola, bows, brass knuckles, cat-o-nine-tails, cestus, cleaver, club, dagger, dart, dirk, falchion, hafted hook, hand axe, hatchet, hook-sword, javelin, katar, knife, light flail, light mace, nine-ring broadsword, pole arms, rock, sap, sickle, scimitar, scythe, sling, spear, spiked gauntlet, staff, whip

ARMOR: None

ABILITIES: Fast movement, hand-to-hand combat, iron body, stun attack, deflect missiles, iron fists, slow fall, feign death, fast healing, iron mind, death strike

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	1,751
3	d12	+2	4,001
4	d12	+3	8,501
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	160,001
9	d12	+8	325,001
10	d12	+9	550,001
11	+5 HP	+10	750,001
12	+5 HP	+11	1,250,001
13+	**250,000 per level**		

MONK SPECIAL ABILITIES

Level	Armor Class	Primary Attack	Secondary Attack	Fast Movement
1	11	1d4		35'
2	12	1d6		35'
3	12	1d6		40'
4	13	1d8		40'
5	13	1d8		40'
6	13	1d8	1d4	50'
7	14	1d10	1d4	50'
8	14	1d10	1d4	50'
9	14	1d10	1d6	50'
10	14	1d10	1d6	60'
11	15	1d10	1d6	60'
12	15	1d10	1d6	60'

PALADIN (CHARISMA)

In the constant battle between good and evil, a select few, through their selfless devotion, courage, nobility of spirit and unyielding faith, rise to the forefront of the struggle. These holy warriors strike terror in the hearts of evil creatures, and inspire others to greater good. The paladin's consistency and strength knows only the limits of their deity and code.

The paladin is a holy warrior chosen for adherence and absolute devotion to a deity or similar holy cause. Some are trained in all the arts of combat, serving in the vanguard of many wars and movements. Their belief in the tenets of their deity gives them strength and divine powers beyond those of other warriors. A paladin's code requires them to respect legitimate authority, act with honor, help those in need and punish those that harm or threaten innocents. They can serve priests, temples, religious houses or other religious authorities, but obey only one calling.

The paladins serve their code alone. They are defined by their actions, and their actions are dictated by their code. These holy warriors are driven by virtue, courage, nobility and the quest to combat evil in all forms. They ride for no master but their deity or cause. The greater good guides their actions, and victory is its own honor. Paladins fight on lonely battlefields and protect the weak. These warriors fight and die for the greater good; often unsung, alone and beyond the reach of succor.

Though paladins are often maligned for their zealous actions, or feared for their powers, all hold them in high regard, for they wage an unflagging war against evil. A paladin's power flows from strength of will and the ability to project divine power against the enemy.

Their purpose, if misunderstood by many, is quite clear to them, and always guides their actions. They are servants of the law, and are bound to their code forever. They serve the greater good and always place it above all else.

Every deity or pantheon has a moral code that dictates what is acceptable on the battlefield. A paladin's weapons of choice are generally those of the paladin's deity or of a knightly sort, for paladins eschew cowardly combat and believe facing one's enemy in battle is the highest honor. They never use weapons associated with thieves or the cowardly, and generally refuse to use ranged weapons, though some of them are not averse to using them if absolutely necessary.

Paladins never knowingly associate with evil characters under any circumstances. A paladin ends all associations with those who consistently offend their moral code or refuse to help in the causes the paladin considers worthy.

A paladin who ceases to perform his duties or strays from the path of righteousness, who wilfully commits an evil act or who grossly violates the code of conduct loses all abilities, including the service of the paladin's divine mount. The character is outcast and cursed, and no longer advances in strength or power. Only by atoning for these violations of the code may such a paladin regain the status and powers.

ABILITIES

CURE DISEASE: At 1st **level,** the paladin can cure any disease, no matter the origin, once per week. This ability improves as the paladin rises in levels. At 6th **level**, the paladin can cure disease two times per week, and at 12th **level**, three times per week.

DETECT EVIL: Beginning at first level, paladins have the ability to *detect evil* in the same manner as the spell. However, this ability is innate and no spell casting is involved. A paladin simply concentrates for one round on an area or individual within 60 feet to use the ability. The paladin must face toward the area or individual being examined. The paladin can do this as often as desired, but must be able to concentrate for at least one round to do so.

DIVINE AURA: Paladins emanate a permanent divine aura that wards against attacks from evil, summoned or conjured creatures. It creates a magical barrier around the paladin that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against evil creatures. The divine aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures to recoil, if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect.

DIVINE HEALTH: The paladin is immune to all diseases, of any origin.

LAY ON HANDS: A paladin can cure 2 hit points per level once per day. This ability can be used on the paladin or on others, but the healing cannot be divided among multiple recipients.

TURN UNDEAD (WISDOM): At 3rd **level,** the paladin gains the ability to turn undead as a cleric of 1st **level**. When making a wisdom check to turn undead, a paladin adds his "turning level" to the roll, not the character's actual level. This ability improves with each level, so a 5th **level** paladin turns undead like a 3rd **level** cleric, etc.

DIVINE MOUNT: At 4th **level**, the paladin gains the ability to call a divine warhorse or other mount. A paladin's deity confers this grace upon the paladin as a reward for faithful service. The divine mount is unusually intelligent, strong, loyal, and ready to serve the paladin in his or her crusade against evil. The mount is usually a heavy warhorse (for a medium-sized paladin) or a war pony (for a small-sized paladin). Should the paladin's mount die, a year and a day must pass before another can be called. The Castle Keeper provides information about the mount that responds to the paladin's call.

AURA OF COURAGE: At 6th **level**, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 bonus on saving throws against fear effects.

SMITE EVIL: Once per day, a paladin of 9th **level** or higher may attempt to smite evil with one normal melee attack. Smite evil adds the paladin's charisma modifier (if positive) to the attack roll, and deals 1 extra hit point of damage per level of the paladin. It lasts for 1 round per level of the paladin. This ability can be used once per day, and only on creatures of evil alignment.

DIVINE HEALING: At 12th **level**, a paladin can call upon his deity to aid those in need of healing. Divine healing enables

the character to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It dispels the effects of a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the ability is needed to simultaneously achieve all these effects. The ability does not remove negative levels, restore permanently drained levels or restore permanently drained ability scores. The paladin can use the ability once per week.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Lawful good

WEAPONS: Any

ARMOR: Any

ABILITIES: Cure disease, detect evil, divine aura, divine health, lay on hands, turn undead, divine mount, aura of courage, smite evil, divine healing

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,701
3	d10	+2	5,501
4	d10	+3	12,001
5	d10	+4	24,001
6	d10	+5	48,001
7	d10	+6	95,001
8	d10	+7	180,001
9	d10	+8	360,001
10	d10	+9	700,001
11	+4 HP	+10	1,000,001
12	+4 HP	+11	1,300,001
13+ 300,000 per level			

RANGER (STRENGTH)

Every king, prince, general or mercenary captain needs specialized warriors whose skills go beyond sword and shield. It is knowledge of a foe, including their strengths weaknesses, movements, encampments and intentions, that is often vital to defeating an enemy. A ranger specializes in gathering this information and often fulfills this need for prince and king. Rangers are also inspired by causes or creeds, whether noble or ignoble, to battle enemies along the frontiers of their civilization, keeping in abeyance the vile depredations of evil marauders or mean beasts. They spend their lives in the trackless wastes and wilderness of the world traveling barren escarpments and dense forests in search of their foe, while studying, tracking and gaining an intimate knowledge of their manners and ways.

The ranger occasionally finds employment with a lord, baron, or other leader, and is usually commissioned to guard large tracts of land against interlopers or to serve as a scout for large armies. As often, rangers have committed themselves to a forsaken, bloody, yet noble cause – defending civilization, at all costs, against those creatures that would overrun them. The willingness of most rangers to take extreme measures in this defense ostracizes them from their more urbane brethren.

Often waylaying and combating these enemies alone or in small groups, with or without the knowledge or permission of their liege lords, the ranger can be driven by a cause greater than that of feudal loyalty. These brave and stalwart souls often live lonely and brutal lives far from the places they deem worthy of their protection. This isolation occasions skepticism and distrust from those who benefit from their vigilance.

The ranger is a warrior skilled at combating particular creatures which pose the greatest threats to the lands they protect. They have honed their skills at combating these foes through years of constant surveillance and combat – their knowledge extending well beyond fighting their enemies. Rangers can track their enemies, speak their tongues when possible, and learn their ways. The ranger's distance from cities and towns requires them to be dependent upon the land for sustenance and excellent outdoorsmen and are capable of living off land others may find barren or empty.

Rangers are found in the service of many disparate types of people and causes, whether good or evil, lawful or chaotic. Knowledge of subterfuge and combat prowess are not restricted to those who are of a noble nature, and some are desperate outlaws confounding local authorities and merchants alike.

The ranger's ability in combat is renowned. They take up armor and shield to stride stone battlements and fight alongside the best of warriors. However, a ranger's true expertise lies elsewhere and requires skills of a nature wholly unknown to others; hunting, interdiction, escape and evasion are often the ranger's most powerful weapons. Compound this with a ranger's focus on their foe's weaknesses, and it makes them a truly fearsome enemy.

Rangers must be able to move quickly through a variety of terrains. Heavy or bulky armor can seriously impair mobility, and so some restrictions apply to the armor types available for use by rangers. A ranger may utilize any medium shield or helmet. However, the use of any shield larger than a medium shield, or the wearing of a helmet larger than a normal helm, may limit mobility and restrict the use of abilities as the Castle Keeper deems fit.

ABILITIES

COMBAT MARAUDER: Rangers possess an extraordinary ability to combat their most common foes, humanoids and giants, due to intense training and study of their enemy's fighting techniques. When fighting humanoids (bugbears, gnolls, goblins, hobgoblins, kobolds, orcs and the like) or giants (giants, ogres and the like), a ranger inflicts extra damage. This damage bonus is +1 at **1st level**, with an additional +1 gained at every level beyond first. For example, a **5th level** ranger would inflict an additional 5 hp of damage for each successful hit against a humanoid or giant. The use of this ability is dependent upon the armor worn. Wearing armors other than those allowed reduces the ranger's mobility and swiftness of arm such that he cannot effectively use this ability.

CONCEAL (DEXTERITY): Rangers can conceal themselves extremely well in wilderness areas. With a successful dexterity check, rangers can camouflage themselves so well as to be unnoticeable by most passers-by. Rangers cannot conceal themselves and move silently at the same time until they reach **5th level**. At this level and beyond, a ranger can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

Rangers cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the ranger can attempt to use this ability. While the observer averts its attention, the character can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the character has to move quickly to the hiding place.

This ability cannot be used if armors other than those allowed are worn.

DELAY/NEUTRALIZE POISON (WISDOM): A knowledge of flora and fauna enables a ranger to identify dangerous toxins and their symptoms, and rangers can apply remedies to slow or even nullify their effects. This ability can only be used with natural poisons (animals, plants, fungi, etc.) familiar to the ranger – usually those found in the region where the ranger spends most of their time, be it forest, desert or mountain. The only manufactured poisons with which a ranger is familiar are those produced by their favored enemy (see below). To succeed at this task, the ranger must have access to herbs and antidotes. The Castle Keeper must decide if the herbs are available or antidotes can be produced.

On a successful delay poison roll, the ranger can temporarily delay the effect of poisons. The onset or continuation of the effects of the poison are delayed for one hour per level of the ranger. This does not cure any damage the poison may have already caused. It takes one round to perform this action and the ranger may make only one attempt at this task.

If the delay poison roll exceeds the total score needed for success by 6 or more, then the ranger has successfully neutralized the poison in the victim. The afflicted creature suffers no additional damage or effect from the poison. Any temporary effects are ended, but the neutralization of the poison does not reverse any damage or effects that have already occurred.

MOVE SILENTLY (DEXTERITY): The ranger is able to move silently in wilderness areas with a successful dexterity check. The ranger can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Rangers cannot perform this ability indoors. See *conceal* above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armors other than those allowed are worn.

SCALE (DEXTERITY): With this ability, rangers can climb and scale typical natural slopes and inclines, such as steep but rocky hillsides. No attribute check is needed to scale such surfaces.

Additionally, this extraordinary ability allows a ranger to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the ranger moves at one-half the character's normal speed. A failed scale check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage.

In both situations above, nothing can be carried in the ranger's hands while climbing. Also, the ability cannot be used if armors other than those allowed are worn.

TRAPS (WISDOM): A ranger is able to detect and build simple traps in a wilderness environment. When passing within 25 feet of a wilderness trap, a ranger is entitled to an attribute check to spot it. When actively searching for traps, the ranger receives a

+2 bonus to the check. It takes one round to locate a trap in a 5 by 5 foot area, or one minute spent searching to locate a trap in a 25 by 25 foot area. A ranger cannot find magical traps with this ability.

A ranger can set simple traps in a wilderness environment. These include snares, pit traps and similar devices. Rangers cannot set complicated mechanical traps such as those found on treasure chests or on doorways. On a successful traps check, the ranger successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the creature falling in it makes a successful dexterity saving throw). Rangers can also disable simple wilderness traps (of any type they can build) with little or no effort. No traps check need be made to do this.

SURVIVAL (WISDOM): In wilderness environments the character can find shelter, food and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, the ranger can find food, water and shelter without the need for an attribute check. Also, a ranger can start a fire in 1d10 minutes by natural means, as long as the needed materials are available. A ranger also can determine true north in relation to the character, as long as he is in a wilderness environment.

A ranger can also provide decent food and water for several people without the need for an attribute check unless it is a large number of people. The ranger must spend 8 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the ranger wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the ranger must spend an additional 8 hours gathering food to feed and water an additional 2-8 people. This additional effort allows the ranger to gather food and water for up to 4-16 creatures. The ranger can only hunt and forage for food twice per day.

> For example, a ranger is attempting to feed 12 people. For 8 hours of effort, the ranger feeds 2-8 people automatically. The result is a 6, so the ranger has to feed 6 more people. On a successful wisdom check, the ranger can forage for another 8 eight hours and feed 2-8 more people.

TRACK (WISDOM): The ranger can successfully track any creature in a wilderness setting that leaves a discernable trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a ranger can find and follow a creature's tracks or trail for 5 hours. The ranger can also hide tracks at the same level of ability.

When tracking or hiding tracks from humanoids or giants, a ranger receives a +2 bonus to the attribute check. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the ranger can not identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A ranger can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the ranger can later identify its tracks.

At **3rd level**, a ranger can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The ranger might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Castle Keeper's imagination and desire to provide or enhance story elements during game play.

At **5th level**, a ranger can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the ranger has had some interaction: beast, fey, giant, humanoid, plant or vermin.

FAVORED ENEMY: At **6th level**, a ranger chooses one specific type of creature as a favored enemy. For example, a ranger might choose goblin, or gnoll or hill giant. The Castle Keeper should require the player to choose an enemy that is consistent with the past history and storylines involving the character; ideally, a type of creature that the character has encountered and fought on several occasions in past adventures.

Knowledge of the favored enemy confers numerous bonuses to the ranger's ability checks. When combating a favored enemy, the ranger gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting that type of creature. The ranger gains a +2 bonus to hit against a favored enemy. The ranger also receives a +2 bonus to armor class when fighting a favored enemy. Further, when tracking the favored enemy, the ranger receives a +2 bonus to the tracking check. The ranger is also able to neutralize poisons of the favored enemy, whether manufactured or natural.

The combat bonus of this ability cannot be used if armors other than those allowed are worn.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather

ABILITIES: Combat marauder, conceal, delay/ neutralize poison, favored enemy, move silently, scale, traps, survival, track

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	40,001
7	d10	+6	75,001
8	d10	+7	150,001
9	d10	+8	250,001
10	d10	+9	500,001
11	+4 HP	+10	725,001
12	+4 HP	+11	950,001
13+ 225,000 per level			

ROGUE (DEXTERITY)

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles and hamlets all have one thing in common. They all have rogues in their environs. Their names vary: thieves, rapscallions, cut-purses, footpads, confidence men, fences, burglers, sharpers, pick-pockets or highwaymen. Their methods vary as widely as their names, but their goals and the theme of their lives are constant. Rogues steal from others. They gather ill gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Rogues make their living in the shadows, through stealth, deceit, thievery, or at times in service to some greater purpose known only to themselves. Rogues are simply the ultimate thieves.

The archetypical ne'er-do-wells, rogues can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveler to the noble lord. Still others find their skills best suited to plundering dungeons, unraveling riddles in dark caves, and stealing treasure from forgotten places, and avoiding the laws and lawmen of the more civilized areas of the world.

To perform their many acts of daring rogues manage on a routine basis, they must be exceedingly dextrous. Rogues must be nimble of hand and foot. They must be quick of wit and mind. When these traits are perfectly combined into a seamless coordination of mental acumen and hand-eye coordination, the rogue becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these rogues. Every valuable is a potential source of income, and every circumstance an enticement to misdeed. They are driven by an anarchic soul and the outcast's disdain for common ethics where few laws are considered sacred and no oath is made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like minded thieves, who are as loyal to one another as they are to anything else. These guilds provide protection and organized rackets, but have little more staying power than the strength of their leadership to manage an unruly and rebellious membership.

There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragon hoards, or pilfer the treasuries of malicious and cruel tyrants. However, they too are driven by the same forces that inspire other rogues, for it takes a wily and wilful individual to crawl down dark forbidding corridors and face down dragons for a peek at their hoards.

Rogues try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the rogue in question. As such, their weapons are generally of the smaller variety and not very

impressive, being knives, daggers, saps and such, or those that can be used from a great distance such as bows, slings and darts.

Rogues have little regard for shields and armor as these hinder movement and make even simple tasks difficult. And, since rogues avoid combat as much as possible, armor becomes a useless accouterment in most cases and in a city, attracts more attention than most rogues desire.

ABILITIES

SPECIAL: Rogues favor light armor, as it allows them to better ply their stealth abilities. Rogues may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A rogue may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the rogue to suffer a -1 penalty to all abilities. All penalties are cumulative.

> For example, a rogue wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same rogue using a large shield suffers a -4 penalty to all ability checks. If the same rogue used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: A rogue normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A rogue able to attack an opponent from the rear, who is unaware of the rogue's presence, gains a bonus to hit and to damage. To catch an opponent unaware, a rogue must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A rogue that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, a rogue must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. A rogue can only use this attack on creatures with a discernible back. The rogue must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the rogue gains experience, the damage inflicted increases. At **5th level**, a back attack deals triple damage, and at **9th level** a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

Wearing armor not on the rogue armor list affects this ability.

CANT: Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

Wearing armor not on the rogue armor list affects this ability.

CLIMB (DEXTERITY): This extraordinary ability allows a rogue to climb up, down, or across a slope, wall, steep incline (even a ceiling with hand holds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the rogue moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Rogues can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a rogue does not need to make an attribute check to climb the surface.

Wearing armor not on the rogue armor list affects this ability.

DECIPHER SCRIPT (INTELLIGENCE): This ability allows a rogue to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing.

A rogue may use this ability to decipher arcane script if a successful check is made at a penalty of -10. If successful he can read the spell but not cast the spell. This ability may not be used to decipher divine scrolls.

HIDE (DEXTERITY): Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted however, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A rogue cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Rogues cannot hide and move silently at the same time until they reach **3rd level**. At this level and beyond, a rogue can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

Wearing armor not on the rogue armor list affects this ability.

LISTEN (WISDOM): A rogue can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Success indicates the rogue can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the rogue is listening for sounds on the other side of a door, but the rogue must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the rogue suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A rogue can retry this ability once a round.

This ability is affected by wearing a metal or large helmet.

MOVE SILENTLY (DEXTERITY): This ability allows a rogue to move so silently that others cannot hear the movement. The rogue can use this ability both indoors and outdoors. A rogue can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability.

Wearing armor not on the rogue armor list affects this ability.

OPEN LOCK (DEXTERITY): A rogue can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A rogue may only make one attempt per lock. If that attempt fails, the rogue cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the rogue to pick it.

This ability is affected by wearing metal or large gloves.

PICK POCKET (DEXTERITY): A rogue can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

Wearing armor not on the rogue armor list affects this ability.

TRAPS (INTELLIGENCE): A rogue has three ways to use this ability: finding, disabling or setting traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a rogue spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate a trap in a 10 by 10 foot area. A successful check indicates the rogue finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A rogue can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level or hit dice of those who set them.

To disable a trap, a rogue must first know its location. Once a trap is located, a successful check means the rogue has disarmed the trap. The attempt can only be made once and failure indicates that the rogue set off the trap. A rogue can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a rogue must make a successful traps check. If a rogue is resetting a trap that was previously disabled, the rogue gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor not on the armor list for the rogue.

SNEAK ATTACK: At 4th level, a rogue has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the rogue, but unsuspecting of an attack, a rogue can use the sneak attack ability. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, a rogue could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

A rogue making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

Wearing armor not on the rogue armor list affects this ability.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, short-bow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+3	80,001
9	d6	+3	120,001
10	d6	+3	175,001
11	+2 HP	+4	325,001
12	+2 HP	+4	450,001
13+ 125,000 per level			

WIZARD (INTELLIGENCE)

Among all peoples are those who strive to understand the oft-forbidden and widely feared arcane magics of the multiverse. These few must have no fear in their quest for knowledge, as delving into the arcane involves powers and energies poorly understood by those bound to mortal planes. If not harnessed with care, unleashing these magics can cause catastrophes of great proportion and slay those who dabble in this art. The reward, however, for the diligence and willingness to plumb the depths of these magical energies is potentially great indeed. Wizards bind themselves to this task, seeking to master eldritch sorceries and unravel the riddles and meanings of the world. They use their powers to reshape the world around them and bring princes and kings to their knees.

Wizards are the archetypical magic-users, and they are vastly superior to all others at understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses or other powerful individuals to whom they act as guides and advisors. In court, many seek to dominate courtly politics, and often succeed. More often though, wizards work in solitude, far away from the prying eyes and keen ears of enemies, spies and other wizards

who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or dank dungeons, far from the din of civilization, such wizards find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Though they come from many walks of life, all wizards have a few characteristics in common. They are intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of wizards. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.

Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A wizard's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants

of the rulers of the nether worlds, conjured forth to act on the wizard's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness and build walls of force no man can pass. The greatest of wizards are powerful beyond measure.

A wizard's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves wizards little time to learn and become proficient in any but the most common of weapons, and not at all capable of using armor that hinders the intricate somantic movements needed to cast some of their most powerful spells. Yet this matters little to them, as wizards realize their wits and arcane powers are far more powerful than any sword, and that conjured servants offer far more protection than any armor could possibly manage.

ABILITIES

SPELLS: A wizard casts arcane spells. Wizards can only cast a limited number of spells, from each spell level, per day. The *Wizard Spells Per Day Table* lists the number of spells per day a wizard may cast of each spell level. For example, a **5th level** wizard can cast five **0 level** spells, four **1st level** spells, two **2nd level** spells and one **3rd level** spell per day.

A wizard must prepare spells before casting them by studying from a spell book. While studying, the wizard decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the *Magic* chapter (*page 68*).

BONUS SPELLS: With a high intelligence score, a wizard gains bonus spells. If the wizard has an intelligence of between 13-15, they can memorize an extra **1st level** spell. If the intelligence score is 16-17 or higher, the wizard can memorize an extra **2nd level** spell, and if 18-19 or higher, the wizard can memorize an extra **3rd level spell**. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

For example, a **4th level** wizard with an 18 intelligence receives four **0 level** spells, four **1st level** spells, and three **2nd level** spells. No bonus **3rd level** spell is acquired until the wizard reaches **5th level**.

WIZARD SPELL BOOKS

The number of spells that a wizard has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a **1st level** wizard with 14 intelligence can cast four **0 level** spells and three **1st level** spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four **0 level** and three **1st level** spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (*use the Spell List Charts starting on page 80 for wizards*).

WIZARD SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	6	6	5	5	4	4	3	3

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	1,000,001
13+	**250,000 per level**		

RACES

There are seven races: *human, dwarf, elf, gnome, half-elf, halfling,* and *half-orc*. Choosing a race is a vital part of character creation. Race establishes a character's abilities and weaknesses. In a more literary sense, the character's race helps to define the character's identity. Where attributes and class answer very important questions about the character, race is an equally if not more important defining factor in a character's persona. Imagine a short, stocky, dour-faced, bearded warrior girded in iron, with a fearsome axe and rimmed shield – you could very well be imagining a dwarf. Imagine a character that is tall and lithe, clear of vision, has golden hair, and is wrapped in the mysticism of the fey, and you could be imagining an elf. Characters that are small and nimble, with strong hearts, might just be halflings. If your image is of a tall bearded man, wrapped in the shimmering folds of a vermilion robe while leaning on a staff, it's probably a human. A broadly built character of grim countenance, brutish lineage, and mean disposition may be a half-orc. These are a few of the many possibilities that the player can select. The races are designed to have some latitude, allowing the player room to create a personal flavor for their character.

When choosing a race, the player should make an effort to understand the basic personality and culture of the selected race. Whether using the social descriptions developed for Castles & Crusades, or creating your own societies and cultures, successful role playing results from a melding of the character's personality with its racial background. Furthermore, each race has a number of inherent racial abilities. These range from full vision in inky blackness, to finding hidden doors, to hiding well in the wilderness. Read the description of each race carefully, to gain familiarity with their extraordinary abilities and limitations.

Each race has certain characteristics that make it unique. These characteristics are not only reflected in their various abilities, but also in their basic attributes. For ease of reference, each race has a standard descriptive block that briefly describes the racial appearance, society and culture, and other racial traits

LANGUAGES: This is a list of languages that members of the race are likely to learn in typical circumstances. The languages on this list can change at the Castle Keeper's discretion. Characters with high intelligence have the potential to learn a number of additional languages. The number of additional languages is equal to the intelligence modifier.

SIZE: Each race varies in size, but all fall into the broad categories of small or medium. Small indicates a height of between 3'6" and 4'5". Medium refers to a height of between 4'5" and 6'9".

MOVEMENT: The movement rate for each race is provided in feet. It refers to the distance a character can normally move in one round. Jogging doubles the listed movement rate, and running or sprinting quadruples the normal movement rate.

TYPICAL CLASSES: Each race is most commonly associated with the listed classes. This list of preferred classes can be changed at the Castle Keeper's discretion, but both Castle Keeper and player should confer prior to making a decision.

ATTRIBUTE MODIFIERS: This refers to a bonus or penalty to the base attribute score for all members of a given race.

CLASS MODIFIERS: Several of the races have modifiers that apply to class abilities.

The races described in the Players Handbook all age at differing rates. Elves and humans have significantly different life spans, shown in the table below. Ages are given in years. The ages listed below denote the age at which that race enters that age category. For example, a 1001 year old elf is considered old. The ages listed below should be considered default ages but the Castle Keeper is encouraged to adjust them as fits their campaign.

When using the age of a character as a significant part of their background, the Castle Keeper should be aware of the significant impact that lengthy ages of several decades or more would have on that character's personality. Such a character's worldly knowledge and even the way they interpret and perceive the world around them would be affected. Further, a character's realization that they have only a few decades to live as opposed to several dozen decades further impacts their personality.

RACIAL AGES

RACE	MIDDLE	OLD	VENERABLE	AGE LIMIT
Human	35	53	70	+2d20
Dwarf	225	350	550	+2d%
Elf	500	1000	1500	+6d%
Gnome	175	260	350	+3d%
Half-Orc	30	45	60	+2d10
Half-Elf	100	150	200	+1d%
Halfling	50	75	100	+5d20

DWARF

Dwarves hail from the depths of the earth, and have lived there for ages beyond count. Much like the stone they resemble, dwarves possess great fortitude and an indomitable will of granite. They are a proud, loyal, and honorable people, with lives said to be as long as the tunnels they delve beneath wind-scoured mountains. Renowned for their stonework and metal crafting, dwarves expend much of their lives perfecting their skills and mining ever deeper for rare ores and gems. There, in those dark recesses, the dwarves have unearthed many abominations and clashed with ferocious enemies, for the underworld is home to innumerable, and usually baneful creatures, who consider dwarves their mortal foes.

DESCRIPTION: Dwarves resemble the rock and stone they so love. They are short, stocky and muscled from years of labor at the forge, or from tunnelling through the earth. Dwarves grow long beards and moustaches that are considered a symbol of maturity and honor; the most renowned dwarves have great, thick beards sweeping to their feet. From hours at the forge and difficult work at the mines, dwarven skin is dark, ruddy, and fissured, even at an early age. Their deep-set eyes tend to be blue, hazel or gray and sharp enough to pierce the gloom of the underworld.

PERSONALITY: Dwarves are bound by codes of honor that obligate them to kin and kingdom. They consider themselves eternally beholden to their parents and immediate kin, for their parents brought them into the world. Likewise, the dwarven kingdom serves as both guardian and a source of succor, so an enormous debt is also owed to the dwarf's kingdom and homeland. These are debts many dwarves consider irredeemable. At its most extreme, the code obliges dwarves to sacrifice all in the name of kith, kin and kingdom, even if the cause is unjust or hopeless.

The dwarves are also bound to another code that, at its simplest, requires just compensation to be paid for service dutifully rendered. This code guides all of their business and interpersonal dealings.

Dwarves place high value on their skills both as craftsmen and warriors – and rightly so. Dwarves are meticulous and patient. All possess an expert's attention to detail, and granite determination, regardless of the undertaking at hand. Their expertise in crafting metal or stone is without equal in the world, and their steadfastness in battle is as certain as a mountain is strong.

Dwarven stubbornness is nothing more than an expression of the codes of loyalty, debt, obligation and the determination they project into their daily lives. Dwarves are slow to shift loyalties and loathe breaking oaths, doing so only in dire circumstances. The word of a dwarf is as valuable as gold and gems, flowing from generations of tradition and belief. Many mistake the dwarven disposition for greed and avariciousness, and some believe dwarves simply take advantage of all they can in both business and war. In reality, the dwarven personality stems from a sense of duty, loyalty and just compensation enforced by centuries of tradition.

RACIAL AFFINITIES: Dwarves associate with many demi-humans and humanoids, though their relations are poor with almost all of them. Relations with elves are often strained – dwarves do not understand elven psychology, and do not consider their codes of honor to be particular or reliable. Dwarves work well with halflings in business matters, but tend to limit interactions to commercial relationships. Human cultures and society vary widely, so dwarven relationships with humans vary widely as well. To dwarves, humans can appear as honorable as any dwarf, or as loathsome as a goblin. Dwarves often consider gnomes to be their friends and allies. Gnomish culture most closely mirrors dwarven social and cultural mores. However, certain gnomish characteristics can ignite a dwarf's short temper, particularly if gnomes and dwarves find themselves coveting the same resources.

Dwarves bear great enmity for goblins, orcs and their kin, for they are locked in a timeless struggle beneath the earth. With these creatures, dwarves have few dealings other than by the sharp edge of a sword or axe. Another hated enemy of the dwarves are the ogres and giants often found in mountainous passes. Giants treat dwarves as a tasty food source, and ogres prey upon tempting dwarven caravans. Dwarves are always wary of these enemies, and war with them constantly.

ENVIRONMENT: Most often, dwarves live beneath the earth in great halls of stone, stretching for miles under expansive mountain chains. These dwarven kingdoms often extend deep into the bowels of the earth as they mine ever further for precious metals and stones. Some clans, however, spend much of their lives above ground, building tunnels only for mining, and not as abodes. These dwarves live in areas where massive underground stoneworks are difficult to build, due to lack of proper stone or simple impracticality. Small dwarven communities can be found in even the most remote of environs, for dwarves explore the world's borderlands, ever searching for new veins of ore.

RACIAL TRAITS AND ABILITIES

ANIMOSITY (ELVES): The disparate personalities of dwarves and elves have resulted in eons of misunderstandings, squabbles and even wars between the two races. Dwarves consider elves to be disloyal and untrustworthy partners in war or trade. As a result, dwarves suffer a -2 penalty to charisma checks when dealing with elves to whom they are not closely associated.

DEEPVISION: Ages spent beneath the earth in the dark and quiet places of the world have imbued dwarves with the ability to see in darkness where a human would find it impenetrable. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and dwarves can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A dwarf requires one minute to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DETERMINE DEPTH AND DIRECTION: The world beneath mountains and in the deeps of the earth is the natural home of the dwarf. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can determine direction underground just as easily.

ENMITY (GOBLINS/ORCS): Eternal wars against goblins and orcs have created an undying crucible of hatred for these vile creatures. When in combat against goblins or orcs, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves have a similar distrust of half-orcs. Dwarves find inter-breeding with goblinoids to be the worst of all sins, and their powerful antipathy towards pure goblinoids negatively affects dwarven relations with half-orcs. Dwarves suffer a -4 to charisma checks when interacting with half-orcs, goblins and orcs.

DEFENSIVE EXPERTISE (GIANTS/OGRES): Long regarded as a food source by many giants, dwarves have developed considerable expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

RESISTANT TO ARCANE MAGIC: As unshakeable as granite or iron, dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR: Dwarven loyalty, duty, stubbornness and honor lend them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

RESISTANT TO POISONS (CONSTITUTION): Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

STONECRAFT (WISDOM): Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard which gives them various bonuses and abilities.

Dwarves are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A dwarf passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a dwarf actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

LANGUAGES: Common, Dwarven, Gnome, Goblinoid, Halfling, Elven, Ogrish, Giant, Troll

SIZE: Small

MOVEMENT: 20 feet

TYPICAL CLASSES: Fighter, Rogue, Barbarian, Cleric, Bard

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Dexterity

ROGUE AND ASSASSIN MODIFIER: +2 find traps in structures only

ELF

Elves are an ancient, almost timeless, race. They embody the grace and beauty of the natural world: as well as its strength and, at times, its unremitting wrath and fury. Elves live exceedingly long lives, giving them a degree of patience unknown to other races, affording them the opportunity to acquire a vast knowledge of the world and its history. This makes elves well informed and sage-like in their depth of knowledge and perspective. This, combined with their natural dexterity and lithe movement, makes them appear almost ethereal to those who behold them for the first time.

DESCRIPTION: Elves vary in size and coloration, depending on their nature. Generally, elves are light skinned and pale in color, although light green skin hues are not unknown. At maturity they average 5 feet 6 inches in height, and weigh around 115 lbs. Their "ethereal" nature lends them an unnatural grace and beauty. Elves have thin, sharp facial features with large, searching eyes that can vary widely in color. Their ears are long, tapering to a point at the ends, and they often wear their hair long and unrestrained.

PERSONALITY: Elves, being long-lived, possess tremendous patience. An overriding sense of near-immortality affects an elf's every thought and action. Other races misinterpret this patience as indolence, laziness and an uncaring attitude, since other races cannot afford to wait decades to act on a matter. Elves know that they have time to act, for the centuries stretch before them where other races have mere decades. When pressed, however, elves are capable of quick deliberation and speedy action, though usually not as quick as their shorter-lived allies might prefer.

Elves relish beauty, both natural and crafted. Their farsighted vision allows them to see the shapes of things to come, and more, they can see the shapes of things that could be. Where others might see a young sapling that one day must grow into a great oak, an elf sees a sapling that, molded with care and patience, can grow into a tree of great trunk and arching branch that will lord over the forest. This sight grants them the patience to make a craft of their natural environment. They shape the rocks where they dwell and cultivate trees and gardens over many years, thus molding their surroundings to create a garden of beauty in the natural world. They apply this same care to shaping and drawing out the natural beauty in all things, from simple stones and gems to gardens, forests and hills. Likewise, the same attention is given to the crafting of weapons and armor, to spells, and even to the care of beasts. All things flourish under an elf's care if given time and safety from the world's interruptions.

An elf's shaping of the world is accomplished with time. Time is the essential element in creating any item of beauty

and time is something many elves have. The same applies to an elf's use of magic. When magic is crafted by an elf, it is treated with the same care and patience that the elves apply to all things. Time is the forge upon which arcane forces are shaped and bent to perfection. Flawless and powerful magical spells and items are greatly valued and coveted by the other peoples of the world and by elves as well. When complete, elven magics are of divine perfection and immense power; but more than this, their beauty is beyond comparison and oft times, beauty is the source of its magical power.

This love for beauty and the desire to shape the world brings elves their greatest joy and greatest sorrow. Their timeless vision allows them to see both the beauty and the tragedy in all things, so that elves are filled with overflowing joy and limitless sorrow. Looking into their future, they see their lives and creations becoming marred and spoiled by others, be they dwarf, human, orc or even the ravages of time.

These qualities imbue most elves with a deep fatalism. Their near-immortality creates a peculiar unease with death for their attachment to the living world is more profound and deeply felt than that of most other races. Together, these conflicting notions of time create a burgeoning and even contradictory desire to control and even stop the advancement of time, the forge of their life's creation and the crucible of their doom. In many ways, elves become mired in their history, and change little as the world changes around them. At times, this leads elves to avoid many situations that don't directly threaten them, or that they feel would bring unnecessary harm to their creations.

RACIAL AFFINITIES: Most elves prefer the company of other elves. They associate well with halflings and gnomes, but generally do not live in close proximity to settlements of those races.

Humans present interesting dilemmas for elves to ponder, for humans combine the most noble and ignoble aspects of all creatures. As such, elves are very selective about their human associations and have a guarded approach to their interactions with humans. Dwarves are treated with an aloofness bordering on disdain, for elves find them nearly unfathomable save for one commonality, a dislike of all goblinoid races.

ENVIRONMENT: Elves prefer living in serene environments, far from turbulent, troubled lands. Often associated with forests and wilderness areas, elves will also live in open savannah or dense urban environments of their own making. Elvish cities are different from human settlements, having more in kin with dwarven settlements – both races tend to incorporate natural surroundings into both their architecture and living spaces in their communities.

RACIAL TRAITS AND ABILITIES

ENHANCED SENSES: Elvish physiology is blessed with enhanced vision and hearing. Elves can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device up to two miles distant when outside during the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

TWILIGHT VISION: Even under starlight, moonlight or torchlight, elves have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

MOVE SILENTLY (Dexterity): This ability allows an elf to move silently in wilderness areas. The elf can move up to one-half normal speed at no penalty. At more than one-half, and up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

SPELL RESISTANCE (Wisdom): Elves are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, an elf receives a +10 bonus. Elf spell resistance allows a saving throw against *sleep*, even though *sleep* normally does not have a saving throw.

SPOT HIDDEN DOORS (Wisdom): Elvish vision and keen senses allow them to spot secret, hidden and concealed doorways. An elf merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the elf were actively looking for it. When an elf actively searches for such doorways, the bonus to the wisdom check is +2.

WEAPON TRAINING: Elves are taught the ways of combat at a young age, and their long lives allow them to become skilled in weapons favored by their society. Elves begin play with a +1 bonus to hit with one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword or shortsword.

LANGUAGES: Common, Elf, Dwarf, Gnome, Goblin, Halfling, and Orc

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Wizard, Druid, Knight, Bard

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Constitution

RANGER MODIFIER: +2 move silent, +2 to find traps

ROGUE AND ASSASSIN MODIFIER: +2 listen, +2 move silent, +2 find traps

GNOME

Gnomes are often mistaken for offshoot species of dwarves or halflings. In fact, gnomes have more in common with elves, for they are closely bonded to nature and its essence as much as elves are. Even the most renowned sages can only say that gnomes emerged long ago from primordial forests and from under the deep roots of massive trees. Small even by dwarven standards, gnomes have the potential to be powerful friends and deadly foes despite their size. Although partial to forests and mountains, gnomes can be found living in other remote locations as well. Afflicted with wanderlust, many gnomes are world travelers and enjoy visiting strange, foreign lands in search of new information about the world in which they live.

DESCRIPTION: The gnome is small in stature, averaging 3 feet 6 inches tall. They have ruddy, earthy skin that appears dry and cracked with age, like an ancient mud flat. Gnomes have large, long noses and wide, gleeful eyes. Gnomes prefer dark, earthy-colored clothing, mixing browns and greens with the occasional deep-hued blue. They dress more extravagantly during festivals or celebrations, in clothes of a wide array of colors and styles.

PERSONALITY: Considered pranksters or mischief-makers in many circles, gnomes are generally more concerned with relaxation and mirth than with most other matters. The gnome is occasionally serious, although this demeanor is normally reserved for times of war and great stress. Even in these grave situations, gnomes remain light of heart compared to the other races. Keenly intelligent, curious and observant, gnomes involve themselves in all manner of travels and experiments to fulfil an unremitting curiosity.

This thirst for knowledge often brings gnomes and their friends together in great concourse. Individuals, families and clans gather from time to time to feast and make merry, and pass the news of the day. All are welcome at these gatherings and it is not odd to see elves, halflings, dwarves or even humans sitting amongst the gnomes and sharing in stories and tales of great escapades. Gnomes are famous for their songs, dances, drinks, speeches and many other disparate forms of entertainment.

In fact, gnomes encourage others to sit at tables with them as they struggle to glean information from all and sundry folk. For this reason, gnomes are careful in their speech and possess great skills in extracting all manner of information from their guests, whether their guests intend to reveal it or not. These skills are not limited to civil conversation, but are as often used to glean secrets and even concessions from others. Conversely, gnomes are loath to give up information and rarely do so without a price. Knowledge gained in this manner is rarely used for evil purposes, but is tucked away for the proverbial rainy day. At such times it is brought forth to the immense enjoyment of the gnome and often to the embarrassment of the victim.

Gnomes tend to be clannish, living in extended, though tightly knit family units. These families are not restricted to blood

relations or even to the race of gnomes. Once trust is given or earned, gnomes welcome friends of almost any race into the inner confidence. Their love of gatherings and their skills in story telling help to bind these clans together through shared folklore and public exchanges of appreciation.

Gnomes are accounted as great craftsmen and they take pride in the creation of all manner of objects, from musical instruments, exotic papers, and colorful inks to noisy clocks and other such goods. But their greatest craftsmen focus on religious edifices. These are large stone menhirs shaped and carved over decades, and placed within sacred groves or upon windy heights. At these spots, gnomes gather on summer and winter solstices to offer tidings unto their deities and thanks for lives well lived.

RACIAL AFFINITIES: Preferring a simple and static world, gnomes are friendly with most of the benign peoples with whom they come into contact. Gnomes, however, have contentious relations with those who are destructive and aggressive. They particularly abhor goblins and kobolds. Gnomes consider elves to be distant and elitist cousins. They find dwarves marginally acceptable, but wish they would quit digging so many holes in the earth before it collapses. As for halflings and humans, gnomes consider one just a shorter, more polite and better fed version of the other. They typically relate well with both.

ENVIRONMENT: Gnomes prefer wild regions that are peripheral to urban or settled lands, including high mountains, hills, deserts, forests or, more rarely, marshes.

RACIAL TRAITS AND ABILITIES

ANIMAL EMPATHY: The gnomish relationship with nature and its creatures allows them to communicate with burrowing mammals (badger, fox, mole, rabbit, etc.). The communication is more telepathic and empathic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. The information communicated must be relatively simple, taking place on the animal's level of understanding and comprehension, not the gnome's.

COMBAT EXPERTISE (Goblins, Kobolds): Gnomes have battled goblins and kobolds in the forests and mountains since the dawn of their race. Because of these frequent and bloody encounters, gnomes have developed special techniques for fighting goblins and kobolds. Gnomes receive a +1 bonus to hit kobolds and goblins using hand held weapons in melee combat. Using missile weapons does not confer a bonus.

DARKVISION: In a similar manner to dwarves, gnomes can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Gnomes can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A gnome requires one minute to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

ENHANCED HEARING: Gnomes have keen ears, often likened to those of a fox. No one knows whether this is due to gnome physiology, or if it is because gnomes are such close observers of their environment. Gnomes receive a +3 bonus to all listening checks.

SPELLS: Gnomes have an innate ability to cast the following spells once per day as a **1st level** caster: *dancing lights*, *ghost sound*, and *prestidigitation*. These innate spells are in addition to any spells available to gnomes of spellcasting character classes.

LANGUAGE: Common, Dwarf, Elf, Gnome, Goblin, Kobold

SIZE: Small

MOVEMENT: 20 feet

TYPICAL CLASSES: Rogue, Illusionist, Druid, Bard

ATTRIBUTE MODIFIERS: +1 Intelligence, -1 Strength

ROGUE AND ASSASSIN MODIFIER: +3 listen

HALF-ELF

The pairing of human and elf is an extraordinary and rare occasion, arising from unique circumstances or events. Elves are very guarded in their approach to humans, for they deem them strange in thought and deed. For love to be born of the two races, an elf must find a human of great renown and surpassing beauty. Thus the half-elf is the rarest of all races. Indeed, each half-elf differs so markedly in origin, background and physiology from others that generalizations are near impossible to make.

DESCRIPTION: Half-elves vary greatly in appearance, acquiring characteristics from both parents. One commonality among half-elves, however, is that each significantly favors either the human parent or the elf parent, inheriting many more characteristics from one than the other. In some cases, the dominance of one lineage is so strong that these half-elves can pass as a full member of that lineage unless closely observed.

Half-elves also vary greatly in height, ranging from that of the shortest elves to that of the tallest humans. Likewise, any variety of body style, hair color or eye tint found in humans or elves can occur in a half-elf, in any combination. The single consistent physical feature shared by half-elves is a natural balance and ease of movement inherited from the elven parent.

PERSONALITY: Half-elves are intelligent, perceptive and possess quick minds. They are able to master many crafts and skills, be these as mundane as cabinet making, or as extraordinary as the wielding of magic. They exhibit an almost supernatural empathy for the world around them giving them an uncanny understanding of people. Their shared lineage also grants them the ability to think on many levels simultaneously – an ability that makes them difficult to deceive.

Long-lived by human standards but short-lived for elves, half-elves exist in a nebulous world between both races. They often find themselves uncomfortable in either culture and are far too rare and unique to develop societies of their own. Elves tend to look upon them as strange creatures, treating them with indifferent curiosity or even with outright hostility. Human reactions are as varied as their cultures, sometimes accepting half-elves without note, sometimes venerating them, and as often rejecting them with violence.

Much of the reaction is determined by the half-elf's lineage. Half-elves that favor a human lineage can vary widely in personality, while those with a dominant elf lineage tend to exhibit elven values, ethos and interests. Because of their longer life spans, half-elves are generally well-educated and knowledgeable about history and geography, although this is not always the case.

Their life spans, however, present problems. Human friends often die of old age when half-elves are but middle-aged. The long-lived elves, on the other hand, possess a psychology like that of near immortals which half-elves have a difficult time understanding. This creates a loneliness and melancholy in half-elves, and sometimes, the fatalism so strongly pronounced in elves manifests itself in half-elves as well. In some instances, a half-elf spurns both humans and elves, instead seeking the company of other races and cultures entirely.

RACIAL AFFINITIES: Half-elves tend to enjoy the company of those of their favored lineage, but often have problems adapting and existing in either human or elf societies. Half-elves tend to be solitary, preferring not to congregate with other half-elves. A group of half-elves always attracts an enormous amount of attention, and tends to highlight their status as misfits. Perhaps because of their exposure to discrimination, half-elves harbor

few prejudices. They freely associate with dwarves, halflings, gnomes and others. Their unique position occasionally allows them to act as intermediaries between groups and races.

ENVIRONMENT: Half-elves can be found anywhere, from human cities to woodlands. They live in all types of rural areas as well. Social ostracism tends to make them natural wanderers; many half-elves make no home, moving about the world looking for a place to fit in, at least for a time.

RACIAL TRAITS AND ABILITIES

The mixed lineage of half-elves affects the specific traits that a half-elf inherits. Players choose a human or elf lineage that dominates their character. Racial abilities modifiers are based on which lineage the player chooses.

All half-elves possess the following three abilities:

EMPATHY: A half-elf's uncanny ability to empathize with others is reflected in a +2 bonus to all charisma checks. This ability can be combined with attribute check modification.

MOVE SILENTLY (Dexterity): This ability allows silent movement in wilderness areas. Half-elves can move up to one-half the normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty to the check. Any faster movement is practically impossible (-20 penalty).

SPOT HIDDEN DOORS (Wisdom): This ability allows half-elves to spot secret, hidden and concealed doorways. A half-elf passing within 5 feet of such a doorway is entitled to a wisdom check. Success means that the half-elf notices the door as if actively searching for it. When a half-elf does actively search for such doorways, the bonus to the wisdom check is +1.

Half-elves with a human lineage possess these abilities:

ATTRIBUTE CHECK MODIFICATION: The human lineage is reflected in a greater versatility than their elven kin, but not quite as their human relatives. Half-elven characters are allowed to choose one secondary attribute for which they gain a +2 bonus to all attribute checks.

SPELL RESISTANCE (Wisdom): Half-elves of human lineage are somewhat resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a half-elf of human lineage receives a +2 bonus.

Half-elves with a elven lineage possess these abilities:

ATTRIBUTE MODIFICATION: +1 to dexterity and -1 to constitution.

ENHANCED SENSES: Half-elves of elven lineage can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device that is up to two miles distant when outside during the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

SPELL RESISTANCE (Wisdom): Half-elves of elven lineage are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a half-elf receives a +4 bonus. Half–Elf spell resistance allows a saving throw against *sleep*, even though *sleep* normally does not have a saving throw.

LANGUAGES: Common, Elf, and three of the following: Dwarf, Gnome, Goblin, Halfling, and Orc.

SIZE: Medium

MOVEMENT: 30 feet

CLASSES: Any

RANGER MODIFIER: +2 move silent, +2 find traps

ROGUE AND ASSASSIN MODIFIER: +2 listen (elf lineage), +2 find traps, +2 move silent

HALFLING

Halflings appear, upon first sight, to be small, well-nourished humans. They share many of the mannerisms and habits of their larger cousins, but a closer look reveals they have large, hairy feet and rather wide eyes displaying the temperament of wily farmers. Halflings are generally an agrarian people, preferring open pastures and lush farmlands to cities or other places crowded with tall folk. They get along well with most peoples, but rarely leave the safety of their homes and communities. Even when they do, it is generally only at the behest of others. Meticulous and prosperous, halflings enjoy good food, relaxation and a quiet life.

DESCRIPTION: Halfings average 3 feet in height and have wide, round eyes and large feet, which are well padded and hairy. Halflings seldom need to wear shoes except in very cold weather. Long days in the sun give a halfling's naturally light skin a ruddy brown tan every summer. This, their curly hair, and their thick hands all fit their agrarian lifestyle like a well-worn frock coat. Most halflings prefer dull-colored clothing so they won't attract attention to themselves, but the wealthy or prideful wear finer, brightly colored clothes to denote their status.

PERSONALITY: Halflings are jovial, friendly and hospitable, yet they prefer their own culture to those of others. They typically eat too much and develop paunches early in life. Indeed, to have a great paunch is considered a sign of good breeding and wealth. Normally, halflings eat often during the day. They start the day by enjoying a breakfast, followed by a brunch and then lunch. This often precedes an afternoon snack of cake and tea, to be followed by supper and then a late dinner. It is said that halflings can keep time by the grumbles and rumbles of a hungry belly. Halflings also work diligently on their farms, houses, gardens, fences and other projects pertaining to their needs; "Relaxing requires a lot of work," many halflings are wont to say.

Slow to anger, halflings prefer to settle disputes through legal means whenever possible, by appropriate compensation when necessary and through other measures only if unavoidable.

A halfling's desire for quiet and safety carries over to their personal lives, with only the occasional adventurous halfling leaving home to travel the world. A mystery to their brethren, these halflings often find themselves in the most unusual of escapades and adventures. These situations can reveal one of the least known qualities of halflings: a heart as stout as the strongest warrior and a courage unflagging to the point of foolhardiness.

RACIAL AFFINITIES: Halflings are insular, and generally prefer only the company of fellow halflings. Of the other races, halflings prefer humans most of all, for they do much business with them, and they find that human farmers and herdsmen often share similar values. They are also favorably disposed towards gnomes, whose temperament resembles that of halflings more than any of the other races. Elves fascinate halflings, but they are far too 'magical' to be considered respectable. Halflings grudgingly admire dwarves, but find them a bit too gruff, hard-headed and clannish for their personal tastes. Halflings do not relate well to goblins and their kind, whom they passionately dislike.

ENVIRONMENT: Most halflings prefer lush, green lands with fertile soil, abundant water and mild seasons, and they strive to dwell in areas far removed from the troubles of the world. Yet, the world is broad, and some must live in proximity to other peoples and the troubles they create. There are halflings who make their homes in the coarser areas of the world, including towns or even cities, though these halflings are rare. Halfling houses tend to be small and made of brick when built above ground, while others live beneath the earth in expansive underground houses built into the tops of hills and underneath large mounds.

RACIAL TRAITS AND ABILITIES

FEARLESS: Halflings, for the most part, lead sequestered lives and are often considered naive. This is not entirely accurate; halflings are not raised with fears and trepidation imparted to them by myth and fancy, but are reared on tales of self-dependence and the overcoming of life's many hurdles. For either or both reasons, halflings possess stout hearts and are not easily frightened, even in dire circumstances. This trait imparts a +2 bonus on all saving throws against fear.

HIDE (Dexterity): Halflings are practised at avoiding the prying eyes of others in outdoor settings. A successful check allows the halfling to hide making him or her almost invisible. If a halfling decides to move while attempting to remain concealed, he or she can still hide, but will suffer a penalty to the check. At up to one-half their movement rate, halflings suffer a -5 penalty to the check. At one-half their normal movement rate to full speed, they suffer a -10 to the check. It is impossible for a halfling to move faster than normal speed while hiding. If the halfling is being observed, even casually, the character cannot hide. If the observers are momentarily distracted, however, the halfling can attempt to hide. This check, however, has a -10 penalty because the character has to move quickly into hiding.

MOVE SILENTLY (Dexterity): Halflings, being naturally small and dexterous, can move as quietly as a breeze upon a summer morn. With a successful dexterity check, halflings can move silently. They can move up to one-half their normal movement rate with no penalty to this check. For moving at one-half of their normal rate up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible to move silently while running or charging, so this type of action incurs a -20 to the check.

DUSKVISION: Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, in torchlight, or under similar conditions of poor illumination.

RESISTANT: A lifetime of good food, when combined with hard work and a self-reliant spirit, makes for a healthy people. Halflings are more resistant to the ills of life than most other races, so they receive a +1 bonus to all constitution saving throws.

LANGUAGES: Halfling, Common, Dwarven, Gnome, Elvish, Sylvan, Goblinoid

SIZE: Small

MOVEMENT: 20 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Cleric, Druid, Bard

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Strength

RANGER MODIFIER: +2 conceal, +2 move silent

ROGUE AND ASSASSIN MODIFIER: +2 hide, +2 move silent

HALF-ORC

Half-orcs exist on the edges of society, little cared for by humans, orcs or others. Half-orcs are the offspring of a pairing between an orc (or other goblinoid) and a human, and are generally a dispirited and angry lot, accustomed to doing dangerous jobs for others. Indeed, most half-orcs only make consistent contact with others when their famed fighting skills are needed.

Half-orcs can be found in many regions of the world, haunting the periphery of settled lands. They often find orc tribes and kingdoms to their liking, as those humanoids are an easy group to dominate. Within human communities, their roles range from hunted outcasts to elite warrior castes.

DESCRIPTION: Half-orcs combine the worst features of humans and orcs. Most have an unpleasant demeanor, and some are repulsive and even hideous to look at. They typically have massive jaws, coarse hair and dark, penetrating eyes. Their skin tends to be a ruddy, dark color, and resembles the rough textured skin common among orcs. Physiologically, however, half-orcs combine the best features of both their parent races. Half-orcs mirror humans in height, or stand even taller. They are naturally muscular and agile, and do not suffer from light sensitivity as orcs do.

PERSONALITY: Half-orcs are unsavory and contentious individuals. As outcasts, they have few friends or allies, and

often live miserable and lonely lives, wary of all. Even amongst themselves, there is little trust and great fear, as they jockey for positions of acceptance and status as mercenaries or in more nefarious professions. The social stigma that half-orcs encounter throughout their lives, when combined with the militant aggressiveness of orcs and the competitiveness of humans, produces a nearly fearless warrior and a relentless foe.

As outcasts, half-orcs find themselves in a constant search for like-minded individuals and others in whom they can place their trust and faith. As such, they are occasionally found in the company of travelers, mercenary bands, adventurers and others who, either willingly or by accident, are ostracized from their society. Friendly relations with half-elves are, uncannily, not uncommon for the two share similar social stigma. Half-orcs are a breed apart.

Half-orcs are unswervingly loyal to those they trust and in whom they place their faith. On the other hand, to those who break that faith, half-orcs have an undying enmity and no effort will be spared in righting a wrong and taking revenge upon their enemies. Half-orcs can be both a friend and companion of immense value or a foe of terrible power.

RACIAL AFFINITIES: Half-orcs typically care for themselves and themselves alone, avoiding even their own kind. No race finds them likeable, and they return the favor. Half-orcs are often found with orcs or smaller goblinoids, as those are the least discerning of the races, and are easily dominated. Other half-orcs tend to be found in larger human settlements, where, if they are lucky, they can find a certain degree of anonymity.

ENVIRONMENT: Half-orcs are found in most climes. They have no preference for any one environment and adapt well to any climate. They tend to live alone, even in larger cities, where they are often found in ghettos, slums and other areas where officials rarely patrol and thieves wander the night.

RACIAL TRAITS AND ABILITIES

DARKVISION: In a similar manner to dwarves, half-orcs can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Half-orcs can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A half-orc requires one minute to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

ENHANCED SENSE OF SMELL: This ability allows half-orcs to detect the presence, but not the specific location, of creatures within 30 feet or within 60 feet if the other creature it is upwind. Strong scents, such as smoke or rotting garbage, can

be detected at twice those ranges. Overpowering scents, such as skunk musk, can be detected at three times these ranges. If a half-orc becomes familiar with an individual, he can learn the individual's scent and recognize it. It should further be noted that false, powerful odors can easily mask other scents and completely spoil this ability.

MARTIAL PROWESS: Half-orcs come from very violent societies in which fights and contests of strength are common and necessary for survival. This has inured them to great amounts of pain and given most a great capacity to fend off blows and fight unarmed. As such, half-orcs receive a +1 to their armor class whenever they are not wearing armor of any type. This ability combines with magical rings, robes and other similar devices that confer an armor class bonus but are not armor. This bonus adds to the unarmored armor class of half-orc monks.

RESISTANT TO DISEASE: Half-orcs possess a resistance to disease passed down from their goblinoid parent. They receive a +2 bonus to all disease saving throws.

LANGUAGE: Common, Goblin, Orc

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Cleric, Knight

ATTRIBUTE MODIFIERS: +1 Constitution, +1 Strength, -2 Charisma

RANGER MODIFIER: +2 track

HUMAN

Humans are the most diverse of the races. Their strength and power derives from their adaptability to different environments, cultures and societies. Where the other races are tied to the world around them in one manner or another, humans alone have no innate affinity for the world, beyond that of a master craftsman to his tools and creations. Their ability to adapt allows humans to maintain close contact, and even intermingle with demi-humans and humanoids, if they deem it necessary, expedient, or desirable. Diversity is a hallmark of this race and humans can be any class.

DESCRIPTION: Humans range greatly in height and weight, and in other physical features such as skin and hair color. Males typically stand between 5 feet 6 inches and 6 feet 2 inches, with females being slightly shorter, although both sexes occasionally exceed the average height. Humans tend to adapt physically to their environments, leaving some with pale skin coloration in cold climates and others with darker skin coloration in warmer climates. Since humans are exceedingly migratory, however, these generalizations do not always apply. Human weight also varies extraordinarily and is as much dependent on diet as culture.

PERSONALITY: As with their physical traits, humans range greatly in temperament. They seem to the longer-lived races to move through life with a speed born of desperation. Their short lives give them a burning desire to create and control the world around them and their own mortality. This causes humans to see the world in a unique fashion. All things are tools to humans in their quest for immortality.

Humans lack empathy for the other races, especially elves. Their short lifespans create an awareness of the importance of things few others understand. Life is precious, and the wealth of it must not be wasted on frivolous things. In the passage of history, death marks one's life and can give it meaning and only through a life well spent can one gain immortality. Oft times the world's greatest heroes are humans, who consider themselves to be in conflict rather than harmony with the world, and willingly lay their lives low in that eternal struggle.

Humans are born with an innate spirit of competition that configures itself into a race for grand achievements, and a constant striving to rise above their circumstances. Whether to the benefit or detriment of those around them, many humans act only with regard to their own needs and from a sense of superiority over all other races and beasts.

RACIAL AFFINITIES: Humans interact well with most other races. They have no innate prejudices, but are often taught at a young age who is an enemy and who is a friend. A human's enemies and friends are determined more by expediency and mutual benefit rather than any innate prejudice.

ENVIRONMENT: Humans can be found in any environment or climate, though they usually prefer to live above ground.

RACIAL TRAITS AND ABILITIES

PRIMARY ATTRIBUTES: Because of the unique nature of humankind, humans choose an additional primary attribute, for a total of three.

LANGUAGE: Common

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Any

ATTRIBUTE MODIFIERS: None

COMPLETING THE CHARACTER

The last and most important step in character creation is to create the character's persona. Attributes, class and race are the framework of the character. Finishing the character requires adding details to the character that dice or rules have little impact on. The character's persona is made up by their motivations and fears, their looks and alignment, their deity, name and purchasing equipment, etc. This can be done in great detail or more generally, according to players preference.

After generating the final statistics related to class and race, the player should determine the character's physical description, decide on any particular mannerisms and at least get in mind the basics of a personality. Some players may want to go further and develop a world view, background and motivations. Some of the character's traits are quantified in game terms such as alignment, which summarizes the character's overall worldview. Finally, the player equips the character with clothing, armor, weapons and adventuring gear, and then chooses spells.

PERSONA

The character's persona and appearance are entirely the choice of the player designing that character, keeping in mind the campaign setting and the needs of the Castle Keeper and other players. A character's appearance is the perfect opportunity to establish the persona the player envisions for the character. Choose hair and eye color, body size, build, looks, and mannerisms. Does the dwarf have a pot belly with a crooked nose or stocky with broad shoulders? Pay attention to the type of equipment the character will use. Does the fighter carry a simple wooden warboard or heavy kite shield? These small details help to establish a character's personality and is an excellent manner to convey it.

Once the appearance is finished, consider the character's personality traits. Is the character hot-tempered, mild mannered, mean spirited, slow witted, determined, arrogant or any other of the vast sum of traits to choose from? The list of personality traits is inexhaustible. It is worth bearing in mind that personality traits may be influenced by both the character's race and class: a roguish character of halfling ancestry is likely significantly different than a roguish character of elven ancestry.

It is easy to become dependent on abilities and magical items to distinguish the personalities of two characters of the same class and race. This usually results from a lack of persona development, and can lead to a lack of interest in the character. A weakly developed character persona can be detrimental to a game, as statistics and abilities become the defining characteristics of the character and the rolling of dice takes pre-eminence over the game's narrative. So, some amount of attention should be given to this step. Develop a character's history and personality, complete with desires, goals, dreams and fears.

Players will also develop some of a character's personality traits as the game progresses. Beginning play with only a basic idea of the character is beneficial, in that it allows the player to develop the character within the framework of the game. As the characters survive, they accumulate history. This enhances the development of the character's personality. Keep in mind that spending countless hours laboring over a first level character's

personality, motivations and background can be time poorly spent if death follows hard on the heels of the game's beginning!

In finalizing a character's persona, imagine how the culture and environment in which the character was raised may have affected them. The interaction of culture and persona converge into a world view, or alignment as discussed below.

ALIGNMENT

Alignment represents the basic and most essential aspects of a character's world view and moral outlook. Alignment is a description for the fundamental moral outlook of every sentient creature. Is the character good or evil, chaotic, lawful or even neutral? Alignment is a very basic description and acts as an ethical and motivational guide for characters, non-player characters and monsters.

Alignment categories are fairly general and there is much room for interpretation within each category of alignment. A lawful good character may be a wandering knight devoted to the service of his liege lord or some higher calling, intent upon stamping out evil in the land. On the other hand, a lawful good wizard may devote himself to acquiring ancient arcane magic in order to create a library for the benefit of all. A chaotic evil rogue may be a bandit robbing whomever and wherever he can for his own personal hedonistic desires, or a cleric devoted to the wanton destruction of man's accomplishments and eradication of those with whom the cleric disagrees. There is great variation within each of the nine alignment categories described below. They should be used as a general guideline for motivations, actions, ethos and worldview.

There are nine possible alignments: *lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil*. Each alignment, except true neutral, is composed of two aspects.

LAW AND CHAOS

The first aspect of alignment - lawful, neutral or chaotic - generally represents a character's ideals and world view. These, however, are broad categorizations that go to the character's core beliefs. Thus, all lawful characters are not the same, nor are all chaotic characters. Each might exhibit traits typically associated with the opposite. The following are general traits of each aspect. "Law" implies honor, trustworthiness, obedience to authority and reliability. Also, lawfulness can include close-mindedness, reactionary adherence to tradition and a lack of adaptability. Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge harshly those who fall short of their duties. Lawful characters can still follow their conscience and can favor new ideas. "Chaos" implies freedom, adaptability and flexibility. Chaos can include recklessness, resentment toward legitimate authority, arbitrary actions and irresponsibility. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition and do what they promise only if they feel like it. Yet, chaotic characters can still be honorable and trustworthy. "Neutral" implies a normal respect for authority, with neither a compulsion to obey nor to rebel. Neutral characters are honest, but can be tempted into lying or deceiving others. Animals and other creatures incapable of moral action are neutral.

GOOD AND EVIL

The second aspect of alignment – good, neutral or evil – generally represents behavior and how characters express or impose their ideals, whether lawful, neutral or chaotic. Again, these are broad categorizations. The following are general traits of each aspect. Good implies altruism, respect for life and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. Good characters and creatures protect innocent life. Evil implies hurting, oppressing, killing others and selfishness. Some evil creatures simply have no compassion and kill without qualms. Others actively pursue evil, killing for sport or out of duty to some evil deity. Evil characters and creatures debase or destroy innocent life, whether for fun or profit. Neutral characters fall somewhere in between, but most are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or homeland, but he would not do so for strangers who are not related to him. Some neutral characters are simply selfish.

The combination of the lawful, neutral or chaotic with good, neutral or evil creates nine possible character alignments. Although characters of the same alignment possess the same general world view and behave similarly, each is unique, varying in terms of psychology and life experiences.

LAWFUL GOOD: Characters of this alignment are dedicated to following the strictures of society, respecting law and order. They act for the benefit of others and society, placing great value on truth, honor and life.

LAWFUL NEUTRAL: Characters of this alignment place primary importance on ultimate order, structure and regulation of behavior. Good and evil are largely irrelevant for characters of this alignment because everything flows from the order of law.

LAWFUL EVIL: Characters of this alignment value structure and order, and they place no limit on attaining it, especially if the goal is to their own benefit. They do not value life or concern for others. Ultimately, they seek to impose their ideals on others through strict regulation.

NEUTRAL GOOD: Characters of this alignment have a healthy respect for both law and freedom, typically choosing a road betwixt the two in order to achieve benefits and mercy for all.

NEUTRAL: Characters of this broad alignment typically believe in a balance between law and chaos, and between good and evil. Some seek to maintain existing social institutions, while others simply wish to keep to themselves. Some neutral characters disdain the perceptions of other sentient beings, finding that truth lies in nature and its animals. Others follow their own code, which changes with the situation, tending to favor those that benefit them the most.

NEUTRAL EVIL: Characters of this alignment mirror those of neutral good, but they typically follow a road that benefits themselves instead of others.

CHAOTIC GOOD: Characters of this alignment view the greatest good as being attainable through freedom and individual liberty. Thus they place primary importance on individuality and liberty of action over that of any law or societal structure.

CHAOTIC NEUTRAL: Characters of this alignment value individual freedom. They have no qualms in achieving it by whatever means necessary, good or otherwise.

CHAOTIC EVIL: Characters of this alignment tend not to value anything, disdaining others and often seeking to destroy for their own selfish reasons. They seek power and the ability to wield it as they see fit.

CHOOSING A DEITY

In fleshing out the character, it helps to choose a deity or pantheon of deities whom the character calls upon (or even curses) in times of need. A deity adds a depth to the character that cannot be captured in any other way. When Quintus Marius Antoninus draws his gladius to give combat, he calls to his ancestors to welcome him on the Elysian Fields, where he may live in happiness, free of care, forever. A shout like this from a player before a combat begins is likely to charge everyone at the table and capture both the spirit of the character and the game. Here is a man who fears war, but never death, for at the end of the sword lies his reward. It's a simple matter that goes a long way toward developing the character's personality and background and inherently adds theater to game play.

Choice of a deity is not required. Yet, in a world of fantasy where deities are presumed to exist, it is an oft overlooked aspect of character creation. After all, what is a Norseman without Valhalla? Note that if you find yourself shouting for Valhalla or the Elysian Fields every morning before you plunge your spoon into your cereal, then you should be pleased by the rich imagination you have and revel in it.

Players should consult with their Castle Keeper when choosing their deities. You should not feel restricted to the mantra of having one deity, or even a named deity. The ancient Athenians paid homage to Athena, but they sacrificed to Poseidon before they crossed the sea. The same principle applies to the game. Garnok, a half-orc fighter, might call upon Kain, the god of war, whilst he wades with sword and shield through a howling pack of iron-clad goblins. When he must choose whether to leap across a 60 foot chasm while wearing iron mail, he seeks aid from Finarkin, the god of wisdom. All the while, he'll still be carrying a small pouch around his neck with iconographic figures of his totems in it.

Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society the character comes from. Consult with the CK to work out what is best for the theme of the game and the idea of the character, and choose accordingly.

Clerics and druids draw their power from the deity, pantheon of deities or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the Castle Keeper is necessary to learn more about a particular deity or pantheon and what benefits they can give a cleric as well as what is required of that cleric. Though clerics are restricted in their choice of weapons, it is not uncommon for this restriction to be ignored, allowing the character to wield a weapon similar to that of their deity worshiped. Odin bore a spear in his battles with the giants and Kali is often seen with a bow. Their devoted followers might likewise accouter themselves. Castle Keepers may allow clerics to use a weapon associated with a patron deity.

The cleric and druid must hold true to the common belief system of their deity. They must be the same alignment as their deity and possess the same world view. A cleric who pays homage to a goddess of wisdom should not approach problem-solving with unreasoned violence, but rather with wisdom. A druid who needlessly destroys flora and fauna is certainly breaking a covenant with their deity. Clerics and druids who break with their deity or act against them are denied their spells and abilities.

Clerics and some druids require holy symbols or icons representing their deities or the supernatural powers. These symbols serve as a conduit between the deity and the character. They vary in size, shape and form, and can be worn as necklaces, pendants, bracelets, rings or any other jewelry. Rods, staves, wands, scepters and even weapons can serve as holy symbols. The shape and design of the symbol should be limited only by the type of deity, style of game, and the imagination of the player.

NAMES

Much like a character's appearance, names should reflect who the character is. Meeting Thorirson of Grani immediately conjures up a norseman of some type, an image that you might not want to convey for a wizardly advisor, a narcissistic potentate or imperial knight. Choosing a name sounds easy, however it is often a difficult and painful process and sometimes the most difficult aspect of character creation. Choosing just the right name for a character is very difficult.

In creating the name, attention must be given to the culture and geography from which the character comes. Consistency and conformity in naming conventions add greatly to a milieu and help to limit the seemingly endless choices of names. To more easily manage this, it may be easier to select a historical real world language from which to draw those names. From there, bear in mind that shorter names are usually associated with warriors while longer names with more scholarly types. The name should convey the character of the character!

Giving your character a surname or nickname can be very useful in adding even more depth to your character. Bringing your character, Erik, into the game leaves little impression of the personality of the character on the minds of other players or the Castle Keeper. But bringing in Erik Bloodaxe immediately conjures an image that others won't soon forget. Choosing a name like Bloodaxe may best be left to the character's in game history as earning such a title is far more thrilling than choosing it.

EQUIPMENT

Perhaps one of the most enjoyable aspects of character creation is purchasing equipment before beginning play. This step is often overlooked in terms of its ability to personalize a character. When purchasing equipment, characters are, in part, constrained by their class, race and persona. A wizard would not look like a fighter, nor would a dwarf appear as an elf. When developing a character, the class, race and persona should differ from character to character, and this should be reflected in the items they carry.

Another consideration is the culture in which the character lives. All societies have their peculiarities and own identifying types of equipment, weapons and armors. Lanterns purchased in medieval Bavaria were of significantly different appearance than those purchased in Baghdad bazaars. Equipment should also range in appearance and structure (though not function) from one culture and society to the next. Personalizing equipment in this manner goes a long way in establishing milieu and context.

As such, when equipment is purchased, consider the character's personality, background, goals, culture and social status. All these aspects should play a role in purchasing decisions. The equipment needs to reflect the character.

Regarding this, a certain degree of latitude should be taken in the actual appearance of the items purchased. The equipment list is generic for a reason: it allows the players to develop and describe for themselves what the items purchased look like, to conform with campaign and character needs. For example, swords come in many shapes, with different guards, hilts and ornamentation, though all perform similarly in combat. The same may be said of items such as clothing, armor and weapons. In sum, individualize the equipment purchased through description rather than associated statistics.

Characters should also keep in mind that they are attempting to prepare themselves for whatever should befall them and should equip themselves accordingly. A foray into a dungeon is much different than a trek across a frozen plateau. Combine the two and equipping a character becomes a challenge.

It is difficult to accommodate the player and Castle Keeper with every piece of equipment that might be desired. However, the Castle Keeper should be able to determine if an item the players are seeking is available based upon technology, location and the skills of local inhabitants. If it is to be available, estimate the price of the item by comparing it to similar items on the equipment list considering weight, material and technology.

So, it is very important to have a wide variety of equipment to accommodate many needs. In this game, we do not work under the assumption that characters carry a standard pack of equipment. Nothing is given! If an item is not listed on the character's sheet, then the character does not have that particular item. There is much sorrow in the demise of an ill-equipped character.

STARTING COIN

Every character begins the game with some coin of the realm. The amount depends upon the character's class and is listed below. However, that can be amended to fit the needs of the campaign. Less coin should be made available in grittier or low fantasy campaigns and more coin made available in high fantasy campaigns. Social standing can also affect the amount of coin available.

The following equipment list contains the cost, effects, weight and encumbrance value for each item. It is not an exhaustive list, so the Castle Keeper should expand it as needed, basing prices on comparable items in this list.

STARTING GOLD		
Fighter, Ranger	30-240gp	(3d8x10)
Rogue, Assassin, Bard	30-120gp	(3d4x10)
Barbarian, Monk	20-80gp	(2d4x10)
Wizard, Illusionist	10-100gp	(1d10x10)
Cleric, Druid	20-200gp	(2d10x10)
Knight, Paladin	60-240gp	(6d4x10)

Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.

Gold (gp)	10gp = 1 Platinum piece (pp)
Silver(sp)	10 sp = 1 gold piece (gp)
Copper(cp)	10 cp = 1 silver piece (sp)

HELMS	COST	AC*	WEIGHT	EV
Armet	10 gp	+6	7 lb.	1
Bacinet	15 gp	+4	7 lb	1
Benin	8 gp	+2	5 lb	1
Casquetel	10 gp	+2	8 lb	1
Coif, Chain Mail	15 gp	+4	5 lb	1
Coif, Leather	4 gp	+1	2 lb	1
Helm, Great	20 gp	+7	8 lb	2
Helm, Normal	10 gp	+5	4 lb	1
Helm, Norman	8 gp	+3	7 lb	1
Helm, Pot	5 gp	+2	6 lb	1
War Hat	7 gp	+2	6 lb	1

Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class. See Helms.

Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

ARMAMENTS

ARMORS	COST	AC	WEIGHT	EV
Padded Armor	5 gp	+1	10 lb	2
Leather Coat	7 gp	+1	10 lb	2
Leather Armor	10 gp	+2	15 lb	2
Ring Mail	30 gp	+3	20 lb	3
Hide	20 gp	+3	25 lb	4
Studded Leather	25 gp	+3	20 lb	3
Laminar, Leather	55 gp	+3	25 lb	2
Chain Mail Shirt	100 gp	+4	25 lb	3
Scale Mail	50 gp	+4	30 lb	4
Cuir Bouille	45 gp	+4	25 lb	4
Breastplate, bronze	95 gp	+4	20 lb	3
Brigadine	85 gp	+4	25 lb	4
Breastplate, steel	300 gp	+5	30 lb	3
Chain Mail Hauberk	150 gp	+5	35 lb	4
Coat of Plates	100 gp	+5	45 lb	4
Ensemble, Greek [1]	120 gp	+5	40 lb	4
Banded Mail	250 gp	+6	40 lb	4
Splint Mail	200 gp	+6	45 lb	4
Ensemble, Greek [2]	230 gp	+6	50 lb	4
Ensemble, Roman [3]	240 gp	+6	30 lb	4
Full Chain Suit	200 gp	+6	45 lb	4
Plate Mail	600 gp	+7	45 lb	4
Ensemble, Roman [4]	650 gp	+7	45 lb	4
Full Plate	1000 gp	+8	50 lb	4
Polish Hussar	1750 gp	+8	50 lb	3

1 Greek, bronze armor leg greaves, arm greaves, breastplate and medium helm

2 Greek, iron leg greaves, iron arm greaves, iron breastplate and iron medium helm.

3 Roman Scale body armor, copper leg and arm greaves, copper helmet.

4 Roman Segmented body armor, iron leg and arm greaves, iron helmet.

SHIELDS	COST	AC	WEIGHT	EV
Buckler	2 gp	+1 [1]	2 lb	2
Shield, Small Steel	9 gp	+1 [1]	5 lb	2
Shield, Small Wooden	3 gp	+1 [1]	3 lb	2
Shield, Med. Steel	15 gp	+1 [2]	10 lb	3
Shield, Med. Wooden	5 gp	+1 [2]	6 lb	3
Shield, Large Steel	20 gp	+1 [3]	15 lb	4
Shield, Large Wooden	7 gp	+1 [3]	10 lb	4
Pavis	55 gp	+6 [4]	90 lb	12

1 Armor class bonus is applicable against one foe in a round.

2 Armor class bonus is applicable against two foes in a round.

3 Armor class bonus is applicable against three foes in a round.

4 Made to be rested on the ground and fired over, like a mobile wall. The AC bonus applies to all foes in front of the shield.

WEAPONS	COST	DMG.	RNG.[1]	WGT.	EV
Axe, Battle	10 gp	1d8	—	3.5 lb	3
Axe, Bearded*	20 gp	3d4	—	7 lb	4
Axe, Hand/Throwing	4 gp	1d6	20 ft.	4 lb	2
Axe, Piercing	17 gp	1d8+1	—	7 lb	3
Axe, Two-Handed *	20 gp	1d12	—	15 lb	4
Bardiche*	15 gp	2d4	—	10 lb	4
Bec De Corbin* [2]	12 gp	1d10	—	4 lb	5
Bill or Billhook*	12 gp	2d4	—	6 lb	5
Brass Knuckles	1gp	1d3	—	1 lb	1
Cat-O-Nine-Tails	9 gp	1d3	—	1 lb	2
Cestus	1 gp	+1dmg	—	—	1
Cleaver	5sp	1d4	—	1 lb	2
Club	—	1d6 +1	20 ft.	1 lb	2
Crowbill	15 gp	1d6	—	6 lb	2
Dagger	2 gp	1d4	20 ft.	1 lb	1
Dirk	3 gp	1d4+1	—	1 lb	1
Fauchard *@	6 gp	1d6	—	6 lb	5
Fauchard Fork *@	15 gp	1d8	—	6 lb	5
Fist	—	1d2	—	—	—
Flail, Heavy*	15 gp	1d10	—	8 lb	4
Flail, Light	8 gp	1d8	—	5 lb	3
Flatchet (long knife)	5 gp	1d6+1	—	12 lb	3
Fork, Military*	10 gp	1d8	—	7 lb	5
Gauntlet, Spiked	5 gp	1d3	—	2 lb	1
Glaive* @	8 gp	1d8	—	15 lb	5
Glaive Guisarme* @	15 gp	2d4	—	8 lb	5
Godentag *	15 gp	1d6+3	—	7 lb	3
Guisarme* @	10 gp	2d4	—	15 lb	5
Halberd *	10 gp	1d10	—	15 lb	5
Hammer, Light	1 gp	1d4	30 ft.	2 lb	2
Hammer, War	6 gp	1d8	—	8 lb	4
Hatchet	1 gp	1d4	—	2 lb	2

Hook, hafted	5 gp	1d6	—	3 lb	4
Katar	3 gp	1d4+1	—	1 lb	2
Knife	3 sp	1d2	20 ft.	1 lb	1
Lance, Heavy [7]	10 gp	1d8	—	10 lb	7
Lance, Light [7]	6 gp	1d6	—	5 lb	5
Lucerne Hammer*	60 gp	1d12	—	8 lb	5
Mace, Heavy	12 gp	1d8	—	6 lb	4
Mace, large[7]	25 gp	1d10	—	5 lb	4
Mace, Light	5 gp	1d6	—	6 lb	3
Main Gauche [3]	25 gp	1d4+1	—	1 lb	2
Man Catcher* [4]	45 gp	1d4	—	6 lb	4
Maul*	12gp	1d10	—	15 lb	5
Morningstar	8 gp	2d4	—	8 lb	3
Partisan *@	10 gp	1d8	—	5 lb	5
Pick, Heavy	8 gp	1d6	—	6 lb	4
Pick, Light	4 gp	1d4	—	4 lb	3
Pike*@ [8]	5 gp	1d8	—	14 lb	6
Poniard	25 gp	1d4+1	—	1 lb	1
Ranseur*	8 gp	2d4	—	15 lb	5
Sap	1 gp	1d3	—	1 lb	1
Scythe	18 gp	2d4	—	12 lb	4
Sickle	6 gp	1d4	—	3 lb	3
Sleeve Tangler [5]	100 gp	1d10	—	7 lb	5
Spear [7]	1 gp	1d6	30 ft.	3 lb	2
Spear, Long @ [8]	5 gp	1d8	—	9 lb	4
Spear, Wolf	3 gp	1d8	20 ft.	4 lb	3
Staff	—	1d6	—	4 lb	4
Sword, Bastard[9]	25 gp	1d10	—	3.5 lb	4
Sword, Broad	12 gp	2d4	—	4 lb	4
Sword, Falchion	40 gp	2d4	—	3 lb	3
Sword, Flamberg	75 gp	2d4+2	—	4 lb	4
Sword, Hook	25 gp	1d4+1	—	4 lb	3
Sword, Long	15 gp	1d8	—	3.5 lb	3
Sword, 9 Ring Broad	30 gp	1d10	—	4 lb	3
Sword, Rapier	20 gp	1d6	—	1 lb	3
Sword, Scimitar	15 gp	1d6	—	3 lb	3
Sword, Great Scimitar	55 gp	2d6	—	6 lb	4
Sword, Short	10 gp	1d6	—	2.5 lb	2
Sword, Two-Handed*	30 gp	2d6	—	6 lb	5
Trident@	10 gp	1d8	10 ft.	5 lb	5
Tulwar	8 gp	1d6	—	2 lb	2
Voulge*	8 gp	2d4	—	6 lb	5

*Weapons marked with an * must be used two-handed.*
Weapons marked with an @ are over 10 feet long.

1 Melee weapons with indicated range can also be used as missile weapons.

2 This weapon receives a +2 when used against chain, plate or scale armors.

3 This weapon can be used as a melee weapon or alternately, can confer a +1 to the wielder's armor class. The decision should be made by the wielder prior to the beginning of a round.

4 This weapon can be used in melee as normal or can be used to trap a medium sized or small opponent. In the latter case, the wielder must decide beforehand to use it as such and must strike an armor class 15 or better plus the opponent's level or hit dice. A successful hit indicates the opponent is trapped and cannot move unless a successful dexterity check is made. In the latter case, whether successful or not, the opponent receives 1-4 points of damage.

5 This weapon is designed to disarm opponents. Anyone proficient in this weapon's use can attempt to disarm an opponent as described in Combat Maneuvers but with a +3 to their roll.

6 This weapon can be used for melee, to disarm or overbearing. The wielder must decide beforehand which attack will be used. In the case of disarming and overbearing, use normal attack procedures but add +3 to the to hit roll.

7 Deals double-damage if used from a charging mount.

8 Deals double-damage if firmly set to receive a charge.

9 The bastard sword does 1d12 damage when used with two hands.

MISSILE & RANGED	COST	DMG.	RNG.	WGT.	EV
Aclis	1 gp	1d4	20 ft.	1 lb	2
Arrows (20)	2 gp	as bow	—	3 lb	2
Arrows (12)	15 sp	as bow	—	2 lb	1
Arrow, Silver (2)	2 gp	as bow	—	0.2 lb	1
Blowpipe	1 gp	1	10 ft.	1 lb	3
Bolas	5 gp	1d4	20 ft.	2 lbs	2
Bolts (12)	1 gp	as x-bow	—	1 lb	1
Bow, Long	75 gp	1d6	100 ft.	3 lb	4
Bow, Long Composite	100 gp	1d8	110 ft.	3 lb	4
Bow, Short	30 gp	1d6	60 ft.	2 lb	3
Bow, Short Composite	75 gp	1d8	70 ft.	2 lb	3
Crossbow, Light	35 gp	1d6	80 ft.	6 lb	4
Crossbow, Hand	100 gp	1d4	30 ft.	3 lbs	2
Crossbow, Heavy	50 gp	1d10	120 ft.	9 lb	5
Dart	5 sp	1d3	20 ft.	0.5 lb	1
Harpoon	1 gp	1d6	20 ft.	4 lb	5
Javelin	1 gp	1d4	30 ft.	2 lb	3
Rock	—	1d2	30 ft.	—	—
Sling	—	1d4	50 ft.	—	1
Whip	1 gp	1d2	15 ft.	2 lb	2

TRANSPORT & TACK	AC	COST	WGT.	EV
Barding, Chain*	+5	500 gp	125 lb	6
Barding, Full Plate*	+8	4,000 gp	250 lb	8
Barding, Leather*	+3	50 gp	50 lb	5
Barding, Padded*	+1	20 gp	25 lb	5
Barding, Studded*	+3	100 gp	60 lb	6
Bit and Bridle		1 gp	1 lb	2
Boat, Long		500 gp	—	—
Boat, Row		50 gp	75 lb	25
Boat, Skiff		300 gp	—	—
Boat, Small		250 gp	—	—
Canoe		35 gp	50 lb	23
Cart		15 gp	200 lb	—

Chariot	100 gp	350 lb	—
Coach	200 gp	—	—
Donkey	8 gp	—	—
Feed (per day)	5 cp	10 lb	2
Harness	1 gp	2 lb	2
Horse, Heavy	200 gp	—	—
Horse, Light	75 gp	—	—
Mule	25 gp	—	—
Ox	18 gp	—	—
Pony	30 gp	—	—
Raft	100 gp	100 lb	—
Saddle	20 gp	30 lb	5
Saddle Bags	4 gp	8 lb	3
Saddle Blanket	5 sp	1 lb	1
Sled	20 gp	300 lb	—
Wagon	35 gp	400 lb	—
Walrus	350 gp	—	—
Warhorse, Heavy	400 gp	—	—
Warhorse, Light	150 gp	—	—
Warpony	100 gp	—	—

** Barding for a pony is 1/2 the cost and 2/3 the weight of horse barding. Reduce EV by one as well.*

EQUIPMENT	COST	WGT.	EV	CAP.
Armor and Weapon Oil	1 gp	1 lb	1	—
Awl	1 gp	0.5 lb	1	—
Backpack	2 gp	2 lb	2	8
Bagpipe	35 gp	8lb	4	—
Bandages (2 wounds)	1 sp	0.5 lb	*	—
Barrel, Large	4 gp	45 lb	9	9
Barrel, Small	2 gp	30 lb	6	6
Basket	4 sp	1 lb	2	2
Bedroll	1 sp	5 lb	3	—
Belt Pouch, Large [2]	1 gp	1 lb	1	2
Belt Pouch, Small [2]	5 sp	0.5 lb	*	1
Belt Pouch, Spell Component [1]	10 gp	0.5 lb	2	—
Blanket, Winter	5 sp	3 lbs	2	—
Bottle	2 gp	0.5 lb	1	1
Broom	5 cp	1 lb	3	—
Bucket	5 sp	2 lb	2	3
Candle (5 sticks)	5 cp	0.1 lb	1	—
Canteen	2 gp	2 lb	1[1]	½ gallon
Case, Map or Scroll	1 gp	0.5 lb	1[1]	10 sheets
Casket	2 gp	15 lb	4	6
Chain (20 feet)	2 gp	4 lb	12	—
Chalk (per piece)	1 cp	0.5 lb	1	—
Chest, Large	5 gp	40 lb	12	8
Chest, Small	2 gp	25 lb	4	6
Chisel	1 gp	0.5 lb	1	—
Cord (50 feet)	5 gp	0.5 lb	2	—
Crowbar / Prybar	2 gp	5 lb	2	—
Diggery-do	1gp	.25 lb	—	—
Drum	9 gp	8 lb	5	—
Dust, Bag of	—	1 lb	1	—
Fife	2 gp	1.5 lb	1	—
File	1 gp	0.5 lb	1	—
File, Metal	1 gp	0.5 lb	1	—
Firewood, per day	1 cp	20 lb	8	—
Fishing Gear (hook, line, etc.)	5 sp	1 lb	2	—
Flask	3 cp	0.1 lb	1[1]	1 pt
Flint and Steel	1 gp	0.5 lb	*	—
Flute	15 gp	0.5 lb	1	—
Gong	18 gp	3 lb	3	—
Gord	3 sp	1 lb	1	1
Grappling Hook	1 gp	4 lb	2	—
Grease, Crock (per pound)	2 cp	1 lb	1	—
Hammer	1 gp	2 lb	2	—
Hammer, Sledge	6 gp	8 lb	4	—
Hammock	8 gp	8 lb	4	—
Harp	35gp	4 lb	4	—
Holy Symbol, Silver	25 gp	1 lb	1	—
Holy Symbol, Wooden	1 gp	0.5 lb	1	—
Holy Water, Flask	30 gp	1 lb	1[1]	1 pt
Hook, Iron	1 gp	0.5 lb	1	—
Horn	5 gp	3 lb	2	—
Incense, Stick	1 gp	—	*	—
Ink (1 ounce)	8 gp	0.1 lb	*	—
Kettle, Iron	1 gp	4 lb	3	—
Lamp, Open	3 gp	2 lb	2	—
Lantern, Bullseye	12 gp	3 lb	2	—
Lantern, Hooded	7 gp	2 lb	2	—
Lodestone	25 gp	1 lb	1	—
Manacles	15 gp	2 lb	1	—
Mandolin	10 gp	4 lb	2	—
Marbles (bag of 25)	1 gp	0.1 lb	*	—
Mirror, Small Steel	10 gp	0.5 lb	1	—
Mortar and Pestle	3 gp	2 lb	2	—
Mug or Tankard	2 cp	0.5 lb	—	—
Nails, Iron (50)	5 sp	1 lb	1	—
Oil, Flask of	1 gp	1 lb	1[1]	1pt
Pack, Shoulder	2 gp	2 lb	3	10
Padlock and Key	25 gp	1 lb	1	—
Panpipes	11 gp	1 lb	1	—
Paper (10 sheets)	10 gp	—	*	—
Parchment (10 sheets)	5 gp	—	*	—
Pickaxe, miner's	3 gp	10 lb	4	—
Pipe	5 gp	0.1 lb	*	—
Pitons/Spikes (5)	5 sp	2 lb	1	—
Pole (10 ft)	2 sp	8 lb	5	—

Pot	3 gp	8 lb	4	—
Prayer Beads	2 gp	—	—	—
Quill	1 sp	—	—	—
Quiver, Dozen	2 gp	1 lb	2	12 projectiles
Quiver, Score	4 gp	1 lb	2	20 projectiles
Razor	5 sp	—	1	—
Rogue's Tools	30 gp	1 lb	1	—
Rope, Hemp (50 feet)	1 gp	15 lb	3	—
Rope, Silk (50 feet)	10 gp	5 lb	2	—
Sack, Large	5 sp	1 lb	2	10
Sack, Small	1 sp	0.5 lb	1	6
Saw, Metal	5 gp	1 lb	2	—
Sealing Wax	1 gp	0.1 lb	*	—
Sewing Kit (needle, thread, etc.)	5 sp	1 lb	1	—
Shovel	2 gp	8 lb	3	—
Soap (per bar)	5 sp	1 lb	1	—
String (50 feet)	4 sp	1 lb	2	—
Tent, large	45 gp	50 lb	10	5 person
Tent, medium	25 gp	30 lb	7	3 person
Tent, small	10 gp	20 lb	4	1 person
Tinder Box (10 fires)	1 gp	4 lb	2[1]	—
Tongs	6 sp	1 lb	1	—
Torch	1 cp	1 lb	1	—
Trap, large animal, metal	35 gp	25 lb	9	—
Trap, medium animal, metal	15 gp	12 lb	6	—
Trap, Small animal, metal	7 gp	3 lb	3	—
Trunk, travel	2 gp	10 lb	3	5
Vellum (10 sheets)	15 gp	—	*	—
Vial (1 ounce)	1 sp	0.1 lb	*	1 ounce
Waterskin (1 gallon)	1 gp	4 lb	3[1]	1 gallon
Wedge, splitting	2 cp	5 lb	*	—
Whetstone	1 gp	0.5 lb	1	—
Whistle	5 sp	—	*	—
Wolvesbane	2 gp	0.1 lb	*	—
Zither	40 gp	5 lb	3	—

*Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.*

1 The EV for these items is listed as if they were full. If they are empty, reduce the EV by 2, to a minimum of 1.

2 A human-sized character cannot place more than two large pouches and one small pouch on a belt. Large belt pouches equal one scabbard, one quiver, two small pouches, or one spell component pouch in size.

CLOTHING	COST	WEIGHT	EV
Belt	6 sp	1 lb	*
Belt, Baldric	2 sp	3 lb	*
Boots, Heavy	1 gp	4 lb	1
Boots, Soft	4 sp	2 lb	*
Caftan	3 sp	2 lb	1
Cap/Hat	4 sp	—	*
Cape	8 sp	1 lb	*
Cloak	5 sp	3 lb	1
Cowl	2 sp	1 lb	3
Dalmatic	5 sp	4 lb	2
Doublet	1 gp	3-5 lb	1
Frock	5 sp	1 -10 lb	2
Girdle	7 sp	3 lb	1
Gloves, Cloth	2 sp	—	*
Gloves, Leather	8 sp	—	*
Gown	1 gp	5- 20 lb	4
Jewelry	varies	—	*
Leggings	5 sp	0.5 lb	2
Mantle	1 gp	3-5 lb	1
Robe	1 gp	4 lb	2
Scarf	5 cp	0.5 lb	*
Shoes, Normal	2 sp	1 lb	1
Signet Ring	15 gp	—	—
Skirt	4 sp	0.5 lb	1
Smock	3 sp	0.5 lb	1
Trousers	4 sp	0.5 lb	1
Tunic	3 sp	0.5 lb	1
Vest	2 sp	0.5 lb	1
Winter Clothing, Set	5 gp	6 lb	4

Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.

PROVISIONS & LODGING	COST	WEIGHT	EV
Ale, Mug	5 cp	1 lb	1
Beer, Mug	2 cp	1 lb	1
Cheese, Block	2 sp	1 lb	1
Grains, Bag	4 sp	5 lb	3
Liquor, Cask	25 gp+	½ gallon	5
Liquor, Shot	2 sp	—	—
Lodging, Common Inn	5 sp	—	—
Lodging, Good Inn	2 gp	—	—
Lodging, Poor Inn	1 sp	—	—
Mead, Mug	2 sp	1 lb	1
Rations (1 day)	5 sp	1 lb	1
Rations (1 week)	3 gp	7 lb	4
Tavern Meal, Common	2 sp	—	—
Tavern Meal, Good	1 gp	—	—
Tea Leaves, 1 lb	1 sp	1 lb	1
Tobacco, 1 lb	5 sp	1 lb	1
Wine, Common (Bottle)	2 sp	1 lb	1
Wine, Fine (Bottle)	10 gp	1 lb	1

ENCUMBRANCE

Encumbrance is an indication of how much a character is carrying. The rules are used to help determine the amount of equipment, material and treasure a character can reasonably carry without suffering movement, attribute check or combat penalties. The following guidelines include several facets in determining how much a character can carry.

There is only so much a person can carry. Equipping a character should always be done, first and foremost, by using both common sense and reason. As purchases are made and treasures collected, there is a natural inclination on the part of players to prepare for all possible needs. This often overshadows the actual capacity of characters to equip themselves sensibly. This usually results in characters attempting to haul obscene amounts of material and what they carry, when placed on anything other than a donkey or barge, becomes comically impossible.

Imagine the famous gnome rogue, Inkole, creeping down a narrow and darkened corridor with a huge bag of recently pilfered coins tied to a belt, along with clanking candelabras strapped to a backpack, a bow, arrows, a lantern, knives strapped to bandoliers, poking out of boots and tied to the forearms and one might begin to envision a problem. Add to this poles, food, a tent, frying pan and other sundries dangling off his body like the detritus of a tinker's wagon and a picture of comic proportions begins to emerge. Considering this, it is unlikely this famous rogue Inkole would be able to sneak past a puddle of algae much less that restive ogre guarding the exit to its lair. Give him a chest to haul and Inkole is not going anywhere.

The easiest manner to determine how much a character can carry is simply to imagine what is being carried and decide whether or not it makes sense to have that much equipment and how that potentially affects the character's movement and ability to perform certain actions. Having a player describe where the many items being hauled are located on the character's body and then have them imagine it should suffice to maintain control over the amount of material being carried and players eventually begin setting their own limits.

However, situations inevitably arise which require a concrete determination of a character's encumbrance and the effects these have on the ability to move, fight or perform other actions. The following guidelines are supplied for just that purpose, yet bear in mind the rules must always give way to reason, common sense or narrative development.

DETERMINING ENCUMBRANCE

A character has an Encumbrance Rating equal to their strength score. This is then modified by the character's prime attributes. If the character has either the strength or constitution attributes as prime, they may add 3 to their Strength Score to determine their Encumbrance Rating. If the character has both strength and constitution as prime, then they may add 6. This Encumbrance Rating is the total amount of Encumbrance Values the character can carry before being Burdened.

A character is considered Unburdened, Burdened, or Overloaded according to the amount of EV they are carrying. If the character is carrying less than their Encumbrance Rating in EV, then they are Unburdened. If they are carrying more than their Encumbrance Rating, but less than triple their ER then they are Burdened. A character that is carrying more than three times their Encumbrance Rating is considered Overburdened.

ENCUMBRANCE CATEGORY	Weight
Unburdened	Up to 1x ER
Burdened	1x ER to 3x ER
Overburdened	More than 3x ER.

For example, the ancient and wizened priest of Thoth, Memnon, has a strength score of 7 and constitution as one of his primes. His ER is 10, due to his strength score of 7, modified by +3 for his constitution prime. On a trip to an ancient burial ground to lay a soul properly to rest, Memnon expects trouble so he is carrying a lot of material with him. His equipment's encumbrance values add up to 17. Memnon's categories for encumbrance are: Unburdened: 0 to 10, Burdened: 11 to 30, and Overburdened: 31+. With an EV total of 17, Memnon is lightly encumbered and suffers the penalties for that category. If Memnon later picked up a statue with an EV of 20, his Encumbrance would then be 37 and Memnon would be Overburdened.

Meanwhile, his brawny companion Suryc has a strength of 16 and both strength and constitution as Primes. Suryc has an Encumbrance Rating of 22, 16 for his strength score, modified by +6 for having both strength and constitution as primes. Suryc's categories for encumbrance are: Unburdened: 0 to 22, Burdened: 23 to 66, and Overburdened: 67+. If Suryc carried with him the same equipment as Memnon, he would be Unburdened since EV 17 is less than his ER of 22. If Suryc then picked up the EV 20 statue he would only be Burdened.

AD HOC ENCUMBRANCE

Encumbrance is a function of the size, weight and bulk of an object. Encumbrance values for some common items are provided in the equipment list. But, it might come up during a game session that the Castle Keeper must quickly determine the EV of an object that isn't listed on the equipment list. To do so, a relatively quick system has been developed.

To determine the EV for an item not on the equipment list, get a general idea of the dimensions of the object in feet and use the largest of the dimensions as the base EV. So a statue that was 5'x2'x1' would have a base EV of 5. After determining the base EV, add a +2 modifier to that number for every dimension that is greater than 1'. So, the 5'x2'x1' statue would add a +2 for the 2 feet dimension, giving it a final base EV of 7. If the item has all of its dimensions as less than a foot, use a base EV of 1. Finally, the weight, balance and materials the items are made up of should be factored in.

WEIGHT	Modifier	Weight Note (example)
Very Light	-2 EV	Under 1 lb total (feathers)
Light	-1 EV	Under 6 lb (cloth)
Heavy	+3 EV	Under 24 lb (steel)
Very Heavy	+5 EV	25 lb and up (marble)

BULK	Modifier	Example
Balanced	-1 EV	Most Weapons
Bulky	x2 EV	Barrel, objects more than half-man sized
Formless	-1 EV	Cloth, objects with mutable forms
Narrow	x½ EV	Less than 2 inches in width

For example, a dagger would have a base EV of 2 (most daggers are about one or two feet long and a few inches wide and deep), –1 EV due for their weight (they usually don't weigh more than a couple of pounds) giving them an EV of 1. Meanwhile, a 5'x5'x1' marble statue that weighs around 100 lbs. would have a base EV of 5 (five feet tall), +2 EV (five feet wide), +5 EV due to its weight, and x2 EV for being so bulky. Therefore the statue has a total EV of 24, which is quite impressive. Finally, a fine silk tablecloth would have a total EV of 3: Its base of 6 (it's about six feet long), +2 for being about 4 feet wide, –2 EV for being very light, and –1 EV for being formless. This gives a total EV of 5, which is then multiplied by ½ due to it being narrow, giving it a final EV of 3.

WORN AND CAPACITY OBJECTS

Items that are designed to carry and redistribute the weight and bulk of other items are called Capacity Items. Capacity Items can carry a number of items equal to their Capacity. Furthermore, a Capacity Item cannot carry any item whose EV is equal to or greater than it's Capacity rating. So a Backpack, with a Capacity of 8, can carry up to 8 items whose EVs are 7 or less.

Items that are carried in a Capacity item do not have their EV included in the character's Encumbrance Total. Instead, the character only notes the EV of the Capacity item. So the character wearing an EV 2 Backpack that has a Bedroll (EV 3), hammer (EV 2), 50 nails (EV 1), and one torch (EV 1) has five items in the Backpack (and thus has space for three more items). The character's Encumbrance Rating is only increased by 2 when they carry the Backpack, ignoring the EVs of the items inside of it.

COINS

There is no way to determine exact weights and encumbrance of coin. Use the following for a baseline. Each coin in C&C is roughly 1 ounce. This would make gold coins, as the metal is heavier, smaller than silver coins, whose metal is lighter. Every 16 coins is equal to a pound. However coins have almost no bulk to them, but may have weight. A single coin, or a pound of coins, has no appreciable EV. Ten pounds, or 160 coins, is equal to 1 EV.

EFFECTS OF ENCUMBRANCE

The effects of carrying too much equipment are potentially hazardous to characters. Much care needs to be given to how much is being hauled around. The penalties to movement and attribute checks are listed on the chart.

ENCUMBRANCE CATEGORY	EFFECT
Unburdened	No Effect
Burdened	-10 ft to character's Move Score (minimum of 5 ft), +2 to Challenge Level of all Dexterity Based Checks
Overburdened	Move reduced to 5 feet per round, Automatically fail all Dexterity Based Checks, Lose Dexterity bonus to AC

Returning to Memnon and Suryc, Memnon is attempting to avoid setting off a CL 5 trap. If he were Unburdened Memnon would only have to worry about rolling to beat the CL 5 trap. However Memnon is Burdened with his ER of 17, meaning that in addition to his movement being 10 feet per round less, the CL 5 trap is now treated as if it were CL 7 due to the +2 to Challenge Level penalty for being Burdened. If Memnon were to carry along his EV 20 statue he found, he wouldn't be able to avoid setting off the trap at all unless he were to let go of the statue.

His friend Suryc in the same situation and carrying the same equipment would suffer no penalties whatsoever since Suryc's ER is much greater than Memnon's. Even if Suryc were to pick up the EV 20 statue and carry it, he still would only suffer the +2 penalty to Challenge Level in addition to the reduced movement rate. So ideally Memnon wants to give the statue to his friend Suryc to carry.

EXPERT WEAPONS AND ARMOR

Skilled blacksmiths are able to create exceptional weapons and armor. These items are rare and expensive. Crafting them is time consuming, requiring a master blacksmith who usually must employ a number of journeymen smiths and use finely tempered metals. For these reasons expert items cost ten times that of a normal item. They are almost never found for sale in a merchant's shop and must be specially ordered. Expert weapons and armor are not magical in nature but are so finely crafted that they can grant the possessor a bonus in damage, attack or armor class.

WEAPONS

Expert weapons include a variety of well crafted items: swords with razor sharp edges, keenly balanced arrows, axes with weighted heads that cleave armor and bone, spears with extra points etc. These items gain a +1 to hit or a +1 to damage bonus. These expert weapons cost 10 times the amount of a normal item. In some rare instances weapons are so crafted that they gain a +1 to damage and a +1 to hit bonus, however these items cost 25 times the amount of a normal item. These are called greater expert weapons. For example, an expert longsword that gains a +1 damage bonus, or a +1 to hit, would cost 150gp. A greater expert longsword that gains a +1 to damage and +1 to hit bonus would cost 375gp.

ARMOR

Expert armors include: balanced shields, personalized suits of armor, mail hauberks with tightened rings, etc. These items give the wearer a +1 bonus to their AC. Such an item costs 10 times the amount of a normal item. In some instances armor is so well crafted that it can absorb one point of damage from a single blow. These greater expert armors cost 25 times a normal item.

MAGIC

Magic lies at the heart of fantasy and so it does in Castles & Crusades. Of greatest importance for the players is the acquisition of magic spells and an explanation of how spells are used in the game. The following is a list and brief description of terms regarding magic in Castles & Crusades with which the players and Castle Keepers should be familiar.

ARCANE MAGIC: the type of magic learned by wizards and illusionists. Wizard and illusionist spells are referred to as arcane spells.

DIVINE MAGIC: the type of magic granted to clerics and druids by a deity or other mystical forces. Cleric and druid spells are referred to as divine spells.

ILLUSION MAGIC: the type of magic mastered by illusionists. Illusion magic is a type of arcane magic, but is inherently different from a wizard's magic since the effects are all in the mind.

COMPONENTS: the aspects, elements and ingredients involved in casting a spell, including verbal (spoken), somatic (motions or gestures), material (physical ingredients), focus (a specific object of power) and divine focus (a specific object of religious significance).

SPELL: the formula a character uses to harness magic and give it form, and the casting of which results in a specific magical effect.

SPELL SLOTS: the number of spells at each spell level that a character can prepare each day, as reflected on the character class tables.

BONUS SPELLS: additional spells that can be cast each day as the result of a high score in the related attribute.

KNOWN SPELLS: the spells in a wizard's spell book or the spells allowed by a cleric or druid's deity, from which a character can select and prepare spells each day.

PREPARED SPELLS: the spells memorized or prayed for that are ready for a character to cast.

SPELL RESISTANCE: a special ability possessed by certain monsters and characters that may negate spells cast against them.

THE NATURE OF MAGIC

In Castles & Crusades, four classes can cast spells: *Clerics, Druids, Illusionists,* and *Wizards*. Before addressing the specific spells or their use and acquisition by characters of these classes, it is important to understand the fundamental nature and differences between the magic they utilize.

The magic used by clerics and druids is classified as divine because it is granted to them after prayer or supplication to a deity or other powerful entity or elemental force. In most cases, clerics receive their magic from deities, who may limit or place special restrictions on its use. Druids gain their magic ability from more varied sources, be they primal forces, nature gods or elemental powers. Thus, clerics and druids act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the replication of specific spells or spell types in their spell lists. Clerics and druids often cast the same spells in a similar manner

The magic used by wizards and illusionists is classified as arcane because it is learned from ancient knowledge, and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Wizards and illusionists, unlike clerics and druids, share very few spells in common; the two forms of arcane magic are quite distant from one another. Wizards use their mystical knowledge to create and give form, or to enhance or physically alter form. Illusionists, on the other hand, alter one's perception of form and reality.

The source of arcane magic may vary from game to game. Some may portray arcane magic as negative or positive energy channeled from other planes of reality. Others may portray it as existing in and around all things. No matter the source, the arcane magic of a wizard is quite distant from that of an illusionist.

Wizardly magic deals with direct manipulation of the real and concrete. Wizards use magic to create and give form, or to enhance or physically alter form. They funnel it, channel it, and redirect it. A wizard's magic is based on the metaphysical, properties of the world around them. Even though a wizard may alter reality, it is most important to remember that that such reality is perceived in the same way by all who view it, whether the caster, the recipient, the victim, or anyone viewing the spell effect.

In contrast, illusionists utilize a very different type of magic. Illusionists alter the perception of form and reality for each creature who is subjected to it or views it. An illusion is every bit as real to the spell's recipient or viewer as a physical creation. Indeed, an illusionist calls forth his magic and gives it a form that can be more easily perceived to the senses. The actual illusion is the comprehensible form the magic is given.

Thus, it could be argued that illusionist magic is the most powerful of all magics as it can allow those affected by it to defy nature and its physical laws, even beyond those that exist in a fantasy universe. In practical terms, the illusionist convinces a spell recipient that what they sense is real by altering and giving comprehensible form to magic. A rope, though illusionary, is real to the one climbing it. A bridge, though illusionary, is real to the one crossing it. An illusionist can even trick the mind to such an extent that the physical body responds. The alteration of the recipient's perception brings about actual, physical effect through the force of the illusionist's magic. Thus, illusions can cause damage and can heal damage with lasting effect.

EXAMPLE: Angrod is wounded in battle. He risks the chance of death if not healed soon. Imach, an illusionist, comes forward *casting cure critical* wounds upon the dwarf. Angrod is amazed to see his wounds heal. Imach has cured through magic and altered the perceivable reality so that the mind of the dwarf and those viewing the healing can understand it. The power is nothing like the cleric's healing, though it has the same game results.

These fundamental differences between the spell-casting classes affect game play in different ways. Each spell description cannot cover all situations that may arise during a game. But players, and more importantly Castle Keepers, need to keep the above discussion in mind when such situations do arise and necessitate a ruling so that the game may continue without long debate and discussion.

Many spells appear on both the cleric and druid spell lists, whereas wizards and illusionists do not share as many spells. The cleric and illusionist share a few spells. Yet, even when the same spell appears on more than one class spell list, it should be understood that the nature of the magic, and sometimes even the casting and effect of the spell, is different.

PREPARING SPELLS

Methods for preparing and casting spells is generally the same for characters of all spellcasting classes. Spellcasters must prepare their spells for casting on a daily basis and they utilize roughly the same process to do so.

WIZARDS AND ILLUSIONISTS

Wizards and illusionists learn complex, arcane formulas to harness magic and give it effect. Their spells are known as arcane spells, and both classes inscribe them, in their own unique language, in a spell book. Each wizard and illusionist begins play possessing an arcane tome of spells containing those spells they know how to prepare and cast. The number of spells of each level in the book is equal to the number of spells of that level the caster can prepare at one time (including bonus spells). A wizard's spell book is typically quite large in size and thickness, averaging about four pages per spell. New spells may be learned and added to spell books through gaining a level, by copying from another spellbook or from scrolls and through research.

Each day, wizards and illusionists memorize and prepare the spells they intend to cast during the day. A character's level limits the number of spells the character can prepare and cast each day, although a high or low intelligence score might grant bonus spells or take away from the typical number of daily spells gained.

MAGIC

A wizard or illusionist must have access to a spell book to study, and sufficient light to read in order to prepare the spells. A character can use a borrowed spell book or a spell book written by another magic-user to prepare a spell the character already knows and has recorded in the character's own spell book, but *read magic* must first be cast in order to decipher the writing in the book (See Acquiring New Spells).

A character needs to sleep and rest for a total of 8 hours each day before preparing spells. The character need not slumber for every minute of that time, but must refrain from movement, combat, spell-casting or any other fairly demanding physical or mental task during the rest period. If the character's rest is interrupted, each interruption adds one hour to the total amount of time the character has to rest, in order to clear his or her mind. A character must have at least one hour of rest immediately prior to preparing spells for the day. If the character does not need to sleep for some reason, the character still must have eight hours of restful calm each day before preparing any spells. When the character prepares spells for the coming day, all spells the character has cast within the last eight hours count against the character's daily limit of spells of a specific level.

In addition to the complete hour of rest immediately prior to preparing spells for the day, it takes 15 minutes per spell for a character to study a spell book and memorize the spell for the day. A character need not prepare a full complement of spells allowed per day, but preparing even one spell takes at least one hour of rest and 15 minutes of study.

To prepare any spell, the character must have enough peace, quiet and comfort to allow for proper concentration. The character's surroundings must be free from overt distractions, such as nearby combat or other loud noises. Exposure to inclement weather might prevent the necessary concentration, as would any injury or failed saving throw the character might suffer while studying.

Until a character prepares spells from a spell book, the only spells available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. If a character already has spells prepared from the previous day that have not been cast, the character can abandon some or all of them to make room for new spells.

A character can prepare the same spell more than once each day. Each preparation counts as one spell toward the character's daily limit for each spell level. If a spell has multiple versions, the character must choose which version to use when the character prepares it, unless the spell description specifies that the choice is made upon casting.

When preparing spells for the day, the character can leave some spell slots open. Later during that day, the character can repeat the preparation process as often as the character likes, time and circumstances permitting, to fill these unused spell slots. Like the first session of the day, this preparation takes at least one hour and 15 minutes of game time. The character cannot, however, abandon a previously prepared spell to replace it with another one, or fill a slot that is empty because the character has cast a spell in the meantime. That sort of preparation can only be done during the first study period after resting.

Once a character prepares a spell, it remains in the character's mind until the character triggers it through casting or until the character abandons it. Upon casting, the spell is purged from the character's mind. Certain other events, such as the disruption of a spell during casting, the effects of magic items or special attacks from monsters can wipe a prepared spell from a character's mind. If a character dies, all spells stored in the character's mind are wiped away.

CLERICS AND DRUIDS

Clerics and druids prepare their spells in largely the same manner. They choose and prepare spells ahead of time, just as a wizard or illusionist would, but clerics or druids do not require spell books. Instead, clerics select and prepare spells ahead of time, through prayer and meditation, at a particular time of day.

Some deities set the time or impose other special conditions for granting spells to their clerics. If some event prevents the character from praying at the proper time, the character must do so as soon as possible thereafter. If the character does not stop to pray for spells at the first opportunity, the character must wait until the next day to prepare spells.

The time required for a divine spellcaster to prepare spells is the same as for a wizard. There must be eight hours of rest each day before prayer, and at least one hour of that rest must be immediately prior to prayer. It takes 15 minutes per spell to pray for and receive the spell. There must be a relatively peaceful environment in which to pray. Unlike arcane magic-users whose choice of spells is limited to those in their spellbook, a cleric or druid may pick any spell from the applicable spell lists unless the character's deity imposes a restriction.

As with arcane spells, at the time of preparation, any spells cast within the previous eight hours count against the number of spells that can be prepared. Like arcane magic-users, a divine spellcaster does not have to prepare all of his or her spells at once. However, the character cannot fill a slot that is empty because the character cast a spell or abandoned a previously prepared spell at any time other than during the first daily spell preparation. In all other respects, the spell preparation rules for wizards and illusionists apply to clerics and druids.

ACQUIRING NEW SPELLS

Spellcasters, both arcane and divine, seek to add new spells to their repertoire but the process for adding new spells is different for each.

WIZARDS AND ILLUSIONISTS

Most arcane spellcasters desire, beyond all other treasure, the acquisition of new spells for their spell books. Wizards and illusionists learn and add new spells through several methods.

GAINING A LEVEL: just as a fighter constantly practices with his weapons, a wizard or illusionist spends time researching and learning about arcane magic and spells. When a character gains a new level, he chooses one new spell to add to his spell book. The spell chosen must be of a level the character can cast. For example, upon attaining second level, a wizard may add one additional first-level spell to the character's spell book. The wizard automatically knows the spell and can prepare it.

DECIPHERING SPELLS: to decipher spells in another's spell book or a scroll, a character must first cast *read magic* on the spell to be deciphered. Once the character successfully casts *read magic*, the character can learn or attempt to learn a new spell and add it to a spell book. The rules for adding new spells to a spell book depend upon the source of the spell. Even reading spells already known by a character contained in another's spell book requires the casting of *read magic,* because no two spells are inscribed alike.

Once a wizard deciphers a spell book or scroll, the character does not need to decipher it again to read it at a later time. Deciphering a magical writing allows the reader to identify the spell and gain some idea of its effects although the character must still learn the spell in order to cast it. If the magical writing is a scroll, the wizard can use the scroll.

LEARNING AND COPYING SPELLS: a character must first decipher the spells contained in a spell book or scroll as described above. Thereafter, the character can learn the new spell from the book by spending one day plus one day per level of the spell being learned in study of it. If the person who created the spell book is on hand to help the reader, the reader can learn the spell in one-half the normal time. The number of days necessary to learn the spell is reduced by a number of days equal to the character's intelligence modifier, with a minimum of one day. The castle keeper may choose to require the character to make a successful intelligence check to learn a new spell (after the necessary days of study). Once the new spell is learned, the character can copy it into a spell book, as described below. The process of copying leaves the spell book or scroll from which it was copied unharmed.

WRITING SPELLS: once a wizard understands a new spell, it can be copied into a spell book. The process requires one day plus one additional day per spell level. Zero-level spells require one day. A spell takes up one page of the spell book per spell level. Zero-level spells take up a single page. A normal spell book has 200 pages. Materials for writing a spell cost 100gp per page of the spell.

REPLACING SPELLBOOKS: the same procedure for learning a spell is used to reconstruct a lost spellbook. If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 100gp per page. The process wipes the prepared spell from the character's mind, just as casting it would. If the spell is not prepared, the character may not reconstruct it from memory but can prepare it from a borrowed spellbook and then write it into a new book. Duplicating an existing spellbook uses the same procedure as replacing it, except that the time requirement and cost per page are halved.

RESEARCH: a character can also research a spell independently, duplicating an existing spell from the spell list or creating an entirely new one. At the end of the process, the character must write the spell into a spell book.

READING A SCROLL INTO A SPELL BOOK: a character must first decipher the spell contained on a scroll by casting *read magic*. Because a scroll is magical, and the reduction of the spell to the scroll involves all the necessary components for casting the spell from the scroll, a character can simply read a scroll into a spell book. Doing so copies the spell to the character's spell book, but destroys the scroll in the process.

MAGIC OF THE ILLUSIONIST

Illusionist spells tend to baffle and confuse players and Castle Keepers alike. The source of the illusion is often as confusing as the illusion itself. The word "illusion" itself seems to connote the magic user's magic is purely illusionary, unreal, meaning a strong or schooled mind can see through the illusion's trickery and machinations and entirely ignore its effects. Yet, this could not be more wrong. Some of the illusions are, in fact, simple illusions, while others are the mind's conquest over matter, and still others are channeled magic displayed with such force that their conjured elements are as real as a wizard's *magic missile* or a cleric's *spiritual weapon*.

To understand the illusionist's spells, we must first understand the illusionist. The illusionist is a magic-using class whose title

does not necessarily equate to his skill set. "Illusionist" is a class description, a generalized word establishing distance from the wizard. It defines a class that uses magic in a subtle but very different manner than the wizard, druid, or cleric. He is not a trickster. The illusionist has no skills that allow him to "fool" or "trick" his targets into believing something is what it isn't. Such skills belong in the domain of a street urchin, jester, or some other buffoon who has no recourse in making his way in the world than tricking others through his sleight of hand. The illusionist is a master of magic; he bends his back in years of study to rise to the level of even a beginner in his craft. The illusionist is a master of time and substance. His abilities transcend the simple "illusions" of a trickster; rather the illusionist conjures material from the essence of the world around him. His "illusions" are not simple parlor tricks to fool the weak of mind, but are powerful incantations drawing upon his own powerful mind; he weaves these musings with magic drawn from the world around him, thereby fabricating the very stuff of reality. Illusionists can literally create something from nothing.

NOTE: A misconception exists that someone knowing an illusionist is an illusionist would, therefore, possess some kind of immunity to his illusions; this idea is an absolute misreading of the class' descriptor. First, no illusionist would introduce himself as an illusionist. That would be as silly as someone introducing himself as an "assassin," "rogue," or "thief." Such titles would immediately make others wary of the individual, and in some cases, could prove to be an automatic death sentence.

Second, an illusionist's magic does not require *belief*. As noted above, this is a misconception of the class and its abilities; the illusionist is no trickster, and one cannot simply choose to "disbelieve" the illusionist's magic, thereby rendering his spells ineffective. This is simply not the case. Though some of the illusionist's spells are hypnotic, many if not most of the illusionist's spells have real, tangible effects regardless of their victim's belief.

The illusionist is not a less-than-adequate mage; he is an adventurer with the ability to wield powerful sorcery, summoning and shaping the world around him like no other, bringing to life reality created by his own mind. His power does not reside within the victims of his spells; instead, the illusionist's power lies within the illusionist himself and his ability to manipulate the world around him and the magic inherent in the world. If anything, the illusionist is superior to the standard mage, as he can fabricate something from nothing.

Additionally, it is worth noting that not every spell the illusionist casts is an "illusion," and all illusions do not work the same way.

Castle Keeper's cannot have a too-literal definition of the illusionist. Doing so kills the usefulness and creative potential of the class itself. As with many things in the C&C game, the CK and players must think outside of the box. The following section details four different interpretations of illusions. These might apply to only a few spells or all of them as the game requires. It is up to the Castle Keeper, often consulting with the player, to determine the nature of the illusionist and his spells. Each spell may be different than the next, but some understanding of this must be arrived at before the game begins. For more refer to the **Castle Keepers Guide**.

ILLUSIONIST & HEALING

C&C has taken a wholly unique approach to illusionary magic in making the illusion real. This is not because of the weakness of the target, nor because of his inability to discern the real from the unreal. It rests in the power of the illusionist. The more powerful the illusionist, the greater the impact the illusionist and his spells can have on the game. If the illusionist is an actual spellcaster capable of manipulating the world around him, then logic and the enterprising player eventually arrive at the healer's door.

In C&C illusionists can heal damage. They heal damage in the same manner in which they cause damage—not by tricking their targets but rather by projecting their own magical power into the target and changing the nature of time and substance. They do not trick the target's mind into psychically healing itself; that assumption assumes the target is mentally able to do such a thing. The power of the illusionist does not reside in the target; the illusionist's power solely resides in the illusionist. Illusionists heal through their own magic, while a cleric channels the magic of a deity, serving as a bridge between the deity and the target to heal it. An illusionist channels or controls the natural magic of the world around him, using the target's own mind as a bridge between the magic and the target; the more powerful the illusionist, the greater his ability to cross that bridge.

CLERICS AND DRUIDS

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, the character learns the new spells from that level automatically. For example, a cleric reaching third level is granted knowledge of all spells on the second-level cleric spell list by their deity.

Additionally, a cleric or druid can research a spell independently. Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are high enough level) or write a special text, similar to a spell book, to contain spells the character has independently researched. Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and are of the same class as the creator. The process requires deciphering the writing (see *Divine Magical Writings,* below).

DIVINE MAGICAL WRITINGS: Divine spells can be written down and deciphered just as arcane spells can, except *read magic* is not used to do so. Instead, the character can decipher and learn the new spell from the scroll by spending one day plus one day per level of the spell being learned in study of it. Only characters who have the spell in question on their class-based spell lists can cast a divine spell from a scroll.

CASTING SPELLS

A character who wishes to cast a spell announces his intention to the Castle Keeper during the character's initiative turn. A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The Castle Keeper applies whatever results a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any).The spell descriptions indicate which components are necessary. Additionally, the character must concentrate to cast a spell (see below). If something interrupts the character's concentration while casting, the spell is lost and marked off the character's list of prepared spells. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Many spell durations are measured in rounds, minutes, hours, or some other increment. When the duration expires, the spell's effect ends.

CONCENTRATION

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. Sometimes, the Castle Keeper may allow a concentration check (against the appropriate ability, typically intelligence or dexterity) to see if the spell is simply disrupted (and not lost) or even not interrupted (casting is completed).

Getting hurt or being affected by hostile magic while trying to cast a spell can break the character's concentration and ruin a spell. If while trying to cast a spell the character takes damage, fails a saving throw or is otherwise successfully assaulted, the character's casting is disrupted unless the Castle Keeper allows a concentration check. The interrupting event strikes during spellcasting if it comes during the time when the character starts and completes a spell (for a spell with a casting time of more than one full round). Anything that could break the character's concentration when casting a spell can also break the concentration necessary to maintain a spell. A character can't cast a spell while concentrating on another one.

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components the character has in hand at the time. Even so, the Castle Keeper will often require a concentration check for the character to cast the spell. Vigorous motion, such as from riding a mount, the rocking of a small boat in rough water or simply being jostled in a similar fashion, might necessitate a concentration check.

USING SCROLLS

Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *read magic*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared. The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on the use of scrolls, of course. A character must be of a class that can cast the type of spells contained on the scroll. For example, a druid cannot cast wizard spells from a scroll.

A character can cast a spell from a scroll that they have not learned or recorded in their spell book. However, the character must be of a high enough level to cast the level of spell found on the scroll. For example, a 2nd level wizard finds a scroll and casts *read magic* on it, revealing that it contains the 1st level spell *magic missile*. The wizard had not previously learned *magic missile*, and does not have it recorded in his spell book. The wizard, however, can cast 1st level spells and thus can cast *magic missile* from the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast, but they must first make an intelligence check to do so. A penalty to the intelligence check equal to the level of the spell is applied to the roll. Failure indicates that the spell fails and the scroll is destroyed. For example, the **2nd level** wizard deciphers a scroll bearing teleport, which is a **5th level** spell the wizard cannot normally cast. The wizard attempts to cast the spell from the scroll, but he must first make a successful intelligence check with a **challenge level of five**.

Spells can be learned and copied from scrolls normally, and doing so does not destroy the scroll.

SPELL DESCRIPTION FORMAT

As mentioned, each spell is defined by a description of the effect it causes and a set of terms necessary for game play. The spell descriptions appear after the class spell lists. A summary reminder on spell format and terms appears prior to the spell descriptions, but the following provides more detail and information on spell terms.

CASTING TIME

Most spells take one round to cast. A spell that takes one round **(CT 1)** to cast comes into effect during the caster's initiative turn for that round. Complex spells may take more time to cast, and such casting times are expressed in rounds **(rd)**, minutes **(min)**, hours **(hr)**, turn (**tn**, equals 1 minute or 6 rounds), or days. For relative understanding of casting time, a round is 10 seconds.

Spells that take more than one round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell.

> For example, Cardom the Chromatic rolls a 6 for initiative and he acts third in that round after his fighting companion, Quinn, and the Ogre they are fighting. Cardom casts a spell with a casting time of one round. The spell takes effect that round. If Cardom chose to cast a spell with a casting time of two, then the spell would take effect in the next round of combat during Cardom's turn for the next round. So, if Cardom acted first in the next round the spell would take effect then, but if he acted last, then it would take effect after all others had taken their action.

Most Castle Keepers make you announce at the beginning of the round whether you are going to cast a spell. If so, and you roll a low initiative roll, then you have a chance of being struck before the spell goes off. For those Castle Keepers who do not require announcement, some disallow any spell in the same round in which you were hit before your initiative turn. For Castle Keepers who do neither of the above, it would be more a situation of simultaneous swings with an enemy or some sort of environmental or magical effect situation disrupting the spell.

RANGE

A spell's range is the maximum distance from the character that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is listed as personal (affecting only the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. Many spells have a range expressed in feet. A few spells have an unlimited range, meaning their effects can reach anywhere on the plane of existence.

Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range.

TARGET OR AREA OF EFFECT

Spells that do not affect the caster personally generally have a target or affect a certain area. This part of a spell description defines the number of creatures, dimensions, volume, weight and so on that the spell affects, if it is not otherwise obvious from the spell's description.

TARGETED SPELLS: Targeted spells are cast directly on creatures or objects, as defined by the spell itself. In most cases, the character must be able to see or touch the target, and the character must specifically choose that target. If the character casts a targeted spell on the wrong sort of target, the spell has no effect. If the target of a spell is the caster, the caster does not receive a saving throw, and spell resistance does not apply.

AREA SPELLS: Some spells affect an area. The character selects where the spell originates, but otherwise does not control which creatures or objects the spell will effect. Sometimes a spell describes a specially defined area, but usually an area falls into one of several categories:

Burst: The character selects the spell's point of origin, and the spell bursts out from this point, affecting whatever it catches in its area.

Cone: The cone shoots away from the character in the direction the character designates, starting directly before the character and widening out as it goes, though some spells affect all creatures in an area rather than individual creatures.

Cylinder: The character selects the center of a horizontal circle as the spell's point of origin; the spell shoots from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst but the effect continues to radiate from the point of origin for the duration of the spell. Some spells affect objects within an area the caster selects, Some spells spread out like a burst, but can turn corners; the caster selects the point of origin, and the spell spreads out for a given distance in all directions.

OBSTACLES: Some spell effects likes rays, bursts, and cones are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any spell the character casts. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

A caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature they are trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at. If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

Bursts and cones spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the caster cannot see. The caster must designate the point of origin for such an effect if the spell description does not specify one.

DURATION

Duration measures how long a spell's effect lasts. Many durations are measured in rounds, minutes, hours or some other increment. When the time is up, the magic goes away and the spell ends. Some spells have a permanent duration, and some require the caster to concentrate in order to maintain the spell's effect. A character can typically dismiss personal spells at will before the duration ends, or if the spell description so states. A spell that requires concentration is dismissible by its very nature.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but the character cannot maintain it for more than the stated duration in any event.

If a spell affects creatures directly, the effects travel with the subject for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to their duration's end. If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and become free of it when they leave. Certain spells last for a set duration, or until triggered.

SAVING THROW

Most harmful spells allow an affected creature to make a saving throw in order to avoid some or all of the spells effect. The spell description details whether the spell allows a saving throw, what type of saving throw is made and the effect of a successful save. If a spell does not include a saving throw entry, then assume no saving throw is allowed.

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

SAVING THROW CHALLENGE LEVEL: a spell's challenge level is always equal to its caster's level unless specified otherwise.

NEGATES: this term means that the spell has no effect on an affected creature that makes a successful saving throw.

PARTIAL: the spell causes an effect on its subject, but a successful saving throw means some lesser effect occurs.

HALF: the spell deals damage, and a successful saving throw halves the damage taken (round down).

NONE: no saving throw is allowed.

DISBELIEF: a successful save lets the subject ignore the effect.

OBJECT: the spell can be cast on objects, which receive saving throws only if they are magical or if the spell specifies otherwise.

HARMLESS: a parenthetical (h) indicates a harmless spell. The spell is usually not harmful, but a targeted creature can attempt a saving throw if it wishes.

VOLUNTARILY GIVING UP A SAVING THROW: a creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if he or she wants to.

ITEMS SURVIVING AFTER A SAVING THROW: sometimes a spell specifies whether items in the area of effect for the spell are potentially damaged. These items are required to make a saving throw or are destroyed.

SPELL RESISTANCE

Spell resistance is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. All creatures have a minimum SR of one.

If a spell is being resisted by a defender with spell resistance, the caster of the spell must roll a d20. The result of that d20 roll must be equal to or greater than the spell resistance of the target for the spell to take effect. The spell resistance line and/or the descriptive text of a spell description explains whether or not the spell resistance applies, as some spells are not affected by a target creature's spell resistance.

Spell resistance applies even if a given spell also allows the target creature a saving throw. The effects of spell resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a *wall of iron*.

The terms 'object' and 'harmless' mean the same thing for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as 'harmless' without the check described above. If a spell does not include a spell resistance entry, then assume no spell resistance check is allowed.

COMPONENTS

A spell's components line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF) components, any combination thereof, or any other special components. If the components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component and the divine version has a divine focus component. If the necessary components are not used, the casting fails. If a material component, focus or define focus has a gold piece cost, the cost is listed; otherwise the character can assume that the actual materials involved have no significant monetary value, unless the Castle Keeper rules otherwise. Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it is unique to the spell and cannot be used as the focus for other spells.

VERBAL (V): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence spell or a gag spoils the incantation.

SOMATIC (S): A somatic component is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component.

MATERIAL (M): A material component is a physical substance or object that focuses a spell casters energies during casting process. The component is generally destroyed in the process of casting the spell.

FOCUS (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a specific price is listed.

DIVINE FOCUS (DF): A divine focus component is an item of spiritual significance. The divine focus for a cleric or druid is a holy symbol appropriate to the character's faith. For an evil cleric, the divine focus is an unholy symbol. The default divine focus for a druid is a sprig of mistletoe or some holly.

SPELL LISTS

CLERIC SPELLS (DIVINE)

0-LEVEL CLERIC SPELLS (ORISONS)

1.	CREATE WATER Creates 2 gallons/level of pure water.	99
2.	DETECT ALIGNMENT* Reveals aura of creatures, spells or objects.	101
3.	DETECT MAGIC Detects magical aura and its strength along 50 ft. path.	101
4.	DETECT POISON Detects poison in one creature or small object.	102
5.	ENDURE ELEMENTS Protection from natural elements and weather.	106
6.	FIRST AID Bandages bleeding wound.	109
7.	LIGHT Object shines like a torch.	120
8.	PURIFY FOOD AND DRINK Purifies 1 cu. ft./level of food or water.	132

1ST-LEVEL CLERIC SPELLS

1.	BLESS* Allies gain +1 to hit and +1 on saves against fear.	93
2.	BLESS WATER* Makes holy or unholy water.	93
3.	COMMAND Subjects obey one-word command for 1 round.	96
4.	CURE LIGHT WOUNDS* Cures 1d8 damage.	99
5.	DETECT SECRET DOORS Reveals hidden doors within 60 ft.	102
6.	DETECT UNDEAD Reveals undead within 60 ft.	102
7.	INVISIBILITY TO UNDEAD Undead can't perceive subject.	118
8.	PROTECTION FROM ALIGNMENT* +2 AC and saves, plus other defences.	132
9.	REMOVE FEAR* Protects from fear; grants new save vs fear.	134
10.	RESIST ELEMENTS Grants +2 bonus to saves vs selected element.	135
11.	SANCTUARY Opponents can't attack the caster.	136
12.	SHIELD OF FAITH Aura grants +2 bonus to AC and saves.	139
13.	SOUND BURST A pulse of sound that causes 1d8 damage.	141

2ND-LEVEL CLERIC SPELLS

1.	AID +1 to hit, +1 on saves against fear, 1d8 temporary hit points.	87
2.	AUGURY Learns whether an action will be good or bad.	92
3.	CONSECRATE* Makes location holy, turning and harming undead.	97
4.	DARKNESS* Creates 20 ft. radius supernatural darkness.	100
5.	DELAY POISON Stops poison from harming subject for 1 hour/level.	101
6.	DETECT TRAPS Reveals traps along a path 50 ft. long.	102
7.	HOLD PERSON Holds one person helpless; 1 round/level.	114
8.	LESSER RESTORATION Dispels attribute damage effects for one attribute.	119
9.	REMOVE PARALYSIS Frees one creature from paralyzing effects or slow spell.	135
10.	SILENCE Negates sound in 15 ft. radius.	140
11.	SPEAK WITH DEAD Corpse answers questions.	141
12.	SPIRITUAL WEAPON Divine weapon attacks on telepathic command.	141

3RD-LEVEL CLERIC SPELLS

1.	ANIMATE DEAD* Creates and controls undead skeletons and zombies.	89
2.	CONTINUAL FLAME Makes a permanent, heatless flame.	98
3.	CREATE FOOD AND WATER* Feeds three humans (or one horse)/level.	99
4.	CURE SERIOUS WOUNDS* Cures 3d8 damage.	100
5.	DISPEL MAGIC Cancels magical spells and effects.	103
6.	GLYPH OF WARDING Inscription harms those who pass it.	111
7.	LOCATE OBJECT* Senses direction toward object (specific or type).	121
8.	MAGIC CIRCLE (Against Chaos, Evil, Good, Law) As 10 ft radius protection spell.	121
9.	PRAYER Allies gain +1 on most rolls, and enemies suffer -1.	130
10.	REMOVE BLINDNESS OR DEAFNESS* Cures subject.	134
11.	REMOVE CURSE* Frees person or object from curses.	134
12.	REMOVE DISEASE* Cures all diseases.	134

4TH-LEVEL CLERIC SPELLS

1.	AIR/WATER WALK Subject treads on air or water.	87
2.	CONTROL WATER Raises or lowers bodies of water.	98
3.	DISCERN LIES* Reveals deliberate falsehoods.	103
4.	DISMISSAL Forces a creature to return to native plane.	103
5.	DIVINATION Provides useful advice for specific proposed actions.	104
6.	FREEDOM OF MOVEMENT Moves normally despite impediments.	110
7.	HALLOW* Designates location as holy with array of effects.	113
8.	HEALING CIRCLE* Cures 2d8 damage in circle around caster.	114
9.	NEUTRALIZE POISON Detoxifies venom in or on subject.	126
10.	RESTORATION* Restores drained level and attribute reducing effects.	136
11.	SENDING Delivers short message to creature anywhere, instantly.	138
12.	TONGUES* Speak any language.	149

5TH-LEVEL CLERIC SPELLS

1.	ATONEMENT Removes burden of misdeeds from subject.	91
2.	COMMUNE Deity answers one yes-or-no question/level.	96
3.	CURE CRITICAL WOUNDS* Cures 5d8 damage.	100
4.	DEATH WARD Grants immunity to death spells and effects.	100
5.	DISPEL ALIGNMENT* Grants +4 AC and dispel one spell.	103
6.	ETHEREAL JAUNT The caster becomes ethereal for 1 round/ level.	107
7.	FLAME STRIKE Smites foes with a column of flame (1d6/level).	109
8.	INSECT PLAGUE Limits vision, prevents spellcasting, inflicts damage.	117
9 .	PLANE SHIFT Up to eight subjects travel to another plane.	128
10.	RAISE DEAD Restores life to subject who died up to 1 day/lvl ago.	133
11.	SCRYING Spies on subject from a distance.	137
12.	TRUE SEEING See all things as they really are.	151

6TH-LEVEL CLERIC SPELLS

1.	BANISHMENT Banishes 2 HD/level extraplanar creatures.	92
2.	BLADE BARRIER Blades encircling the caster deal 12d6 damage.	93
3.	CREATE UNDEAD Ghouls, shadows, ghasts, wights, or wraiths.	99
4.	FIND THE PATH* Shows most direct way to a location.	108
5.	GEAS Forces creature to fulfil a quest.	111
6.	HEAL* Cures all damage and most everything else.	114
7.	WIND WALK The caster and the caster's allies turn vaporous and travel fast.	155
8.	WORD OF RECALL Teleports the caster back to designated place.	155

7TH-LEVEL CLERIC SPELLS

1.	CONTROL WEATHER Changes weather in local area.	98
2.	GREATER RESTORATION Restores all levels and attribute losses.	112
3.	GREATER SCRYING As scrying, but faster and longer.	112
4.	HOLY WORD* Kills, paralyzes, blinds, or deafens non-good subjects.	115
5.	REFUGE Alters item to transport its possessor to the caster.	133
6.	REGENERATE Subject's severed limbs grow back.	133
7.	REPULSION Creatures can't approach the caster.	135
8.	RESURRECTION Fully restores dead subject.	136

8TH-LEVEL CLERIC SPELLS

1.	CREATE GREATER UNDEAD Mummies, spectres, vampires, or ghosts.	99
2.	DISCERN LOCATION* Learn exact location of creature or object.	103
3.	EARTHQUAKE Intense tremor shakes, 50 ft. circular area.	105
4.	FIRE STORM Raging flame fills area for 1d6/level damage.	109
5.	HOLY AURA* +4 AC and saves, SR 16 against evil spells and more.	115
6.	MASS HEAL* As heal, but with several subjects.	123
7.	SUMMON PLANAR ALLY Divinely calls allies up to 16 HD.	146
8.	SYMBOL Triggered runes have array of effects.	146

9TH-LEVEL CLERIC SPELLS

1.	ANTIPATHY* Object or location attracts/ repels certain creatures.	90
2.	ASTRAL PROJECTION Projects the caster & companions into astral plane.	91
3.	ENERGY DRAIN Subject loses 2d4 levels.	106
4.	GATE Connects two planes for travel or summoning.	110
5.	MIND BLANK Immunizes against mental/emotional magic and scrying.	124
6.	SOUL BIND Traps newly dead soul to prevent resurrection.	141
7.	TRAP THE SOUL Imprisons subject within gem.	150
8.	TRUE RESURRECTION As resurrection, where the remains aren't needed.	151

DRUID SPELLS (DIVINE)

0-LEVEL DRUID SPELLS (ORISONS)

1.	CREATE WATER Creates 2 gallons/level of pure water.	98
2.	DETECT NEUTRALITY Reveals creatures, spells, or objects.	101
3.	DETECT POISON Detects poison in one creature or small object.	102
4.	ENDURE ELEMENTS Protection from natural elements and weather.	106
5.	FIRST AID Bandages bleeding wound.	109
6.	KNOW DIRECTION The caster discerns north.	119
7.	LIGHT Object shines like a torch.	120
8.	PURIFY FOOD AND DRINK Purifies 1 cu. ft./level of food or water.	132

1ST-LEVEL DRUID SPELLS

1.	ALARM Wards an area and alerts caster to intruders.	87
2.	ANIMAL FRIENDSHIP Gain permanent animal companion.	88
3.	CALM ANIMALS Calms animals, beasts, or magical beasts.	94
4.	DETECT SNARES AND PITS Reveals natural or primitive traps.	102
5.	ENTANGLE Plants entangle everyone in 50 ft. circle.	106

6.	FAERIE FIRE Outlining light +1 to hit and cancels concealment.	107
7.	GOODBERRY 2d4 berries each cure 1 hit point (max 8 hp/day)	112
8.	INVISIBILITY TO ANIMALS Animals can't perceive warded subject.	118
9.	MAGIC STONES Three stones gain +1 attack, deal 1d6+1 damage.	122
10.	OBSCURING MIST Fog surrounds caster, obscuring all sight.	127
11.	PASS WITHOUT TRACE Subject leaves no tracks or scent.	127
12.	SHILLELAGH Makes club a +1 weapon (1d6+1 damage).	139

2ND-LEVEL DRUID SPELLS

1.	ANIMAL MESSENGER Sends a small animal to a specific place.	89
2.	BARKSKIN Grants +3 AC, or caster looks like tree.	92
3.	CHARM PERSON OR ANIMAL Makes one person or animal the caster's friend.	95
4.	CURE LIGHT WOUNDS* Cures 1d8 damage.	99
5.	DELAY POISON Stops poison from harming subject for 1 hour/level.	101
6.	FIRE TRAP Opened object deals 1d4 +1/level damage.	109
7.	HEAT METAL* Hot metal damages those who touch it.	114
8.	HOLD ANIMAL Holds one animal helpless for 1 round/level.	114
9.	PRODUCE FLAME Fire in hand deals 1d4+1 damage, touch or thrown.	131
10.	SPEAK WITH ANIMALS The caster can communicate with animals.	141
11.	SUMMON SWARM Insect or vermin attack and disrupt foes.	146
12.	WARP WOOD* Bends and makes wood (weapons, door, etc.) useless.	154

3RD-LEVEL DRUID SPELLS

1.	CALL LIGHTNING Directs lightning bolts (1d10/ level) during storms.	94
2.	MELD INTO STONE The caster and the caster's gear merge with stone.	124
3.	NEUTRALIZE POISON Detoxifies venom in or on subject.	126
4.	PLANT GROWTH* Grows vegetation, improves crops.	128
5.	PROTECTION FROM ELEMENTS Absorb 12 points of damage/level from one element.	132
6.	PYROTECHNICS Turns fire into blinding light or choking smoke.	132
7.	REMOVE DISEASE* Cures all diseases.	134
8.	SHAPE STONE OR WOOD Sculpts stone or wood into any form.	139
9.	SNARE Creates and conceals magical trap that binds victims.	140
10.	SPEAK WITH PLANTS The caster can talk to normal plants.	141
11.	WALL OF WIND Deflects arrows, smaller creatures, and gases.	154
12.	WATER BREATHING Subjects can breathe underwater.	154

4TH-LEVEL DRUID SPELLS

1.	ANTI-PLANT SHELL Keeps plant creatures at bay.	90
2.	CONTROL PLANTS Talk to and control plants and plant creatures.	98
3.	CURE SERIOUS WOUNDS Cures 3d8 damage.	100
4.	DISPEL MAGIC Cancels magical spells and effects.	103
5.	FREEDOM OF MOVEMENT Move normally despite impediments.	110
6.	QUENCH Extinguishes non-magical fires or one magic item.	132
7.	REINCARNATE Brings dead subject back in a random body.	134
8.	REPEL VERMIN Insects stay 10 ft. away.	135
9.	SCRYING Spies on subject from a distance.	137
10.	SLEET STORM Hampers vision and movement.	140
11.	SPIKE STONES Creatures in area take 1d8 damage, may be slowed.	141
12.	SUMMON ANIMALS Calls animals to fight on caster's behalf.	142

5TH-LEVEL DRUID SPELLS

1.	ANIMAL GROWTH* Animals double in size, HD.	88
2.	AWAKEN Animal or tree gains human intellect.	92
3.	COMMUNE WITH NATURE Learn about terrain for one mile/level.	96
4.	CONTROL WINDS Change wind direction and speed.	98
5.	CURE CRITICAL WOUNDS Cures 5d8 damage.	100
6.	DEATH WARD Grants immunity to all death spells and effects.	100
7.	ICE STORM Hail deals 5d6 damage in cylinder 50 ft. across and tall.	116
8.	INSECT PLAGUE Insect horde limits vision, inflicts damage, and weak creatures flee.	117
9.	SUMMON BEASTS OR PLANTS Calls beasts or plants to fight on caster's behalf.	143
10.	TRANSMUTE MUD AND ROCK Change mud into rock, or vice-versa.	150
11.	WALL OF FIRE Fiery curtain or ring deals damage to those near or passing through.	152
12.	WALL OF THORNS Thorns damage anyone who tries to pass.	153

6TH-LEVEL DRUID SPELLS

1.	ANTI-LIFE SHELL 10 ft. field hedges out living creatures.	90
2.	FIRE SEEDS Makes acorns/ berries into bursting weapons.	109
3.	IRONWOOD Magical wood is strong as steel.	118
4.	REPEL WOOD Pushes away wooden objects.	135
5.	STONE TELL Talk to natural or worked stone.	142

6.	SUMMON ELEMENTAL Calls 12 HD elemental to service.	143
7.	TRANSPORT VIA PLANTS Move instantly from one plant to another of the same species.	150
8.	WALL OF STONE Creates a stone wall that can be shaped.	153

7TH-LEVEL DRUID SPELLS

1.	CHANGESTAFF The caster's staff becomes treant-like.	94
2.	CONTROL WEATHER Changes weather in local area.	98
3.	CREEPING DOOM Carpet of insects attacks at the caster's command.	99
4.	FIRE STORM Raging flame fills area for 1d6/level damage.	109
5.	GREATER SCRYING As scrying, but faster and longer.	112
6.	SUMMON MAGICAL BEASTS OR FEY Calls magical beings to fight on caster's behalf	145
7.	TRANSMUTE METAL TO WOOD Metal within 40 ft. becomes wood.	150
8.	WIND WALK The caster and allies turn vaporous and travel fast.	155

8TH-LEVEL DRUID SPELLS

1.	ANIMAL SHAPES One ally/ level polymorphs into chosen animal.	89
2.	COMMAND PLANTS Plants animate and vegetation entangles.	96
3.	FINGER OF DEATH Kills one subject.	108
4.	REGENERATE Subject's severed limbs grow back.	133
5.	REPEL METAL OR STONE Pushes away metal and stone.	135
6.	SUNBURST Blinds within 10 ft., deals 3d6 damage, harms undead.	146
7.	WHIRLWIND Cyclone inflicts damage and can pick up creatures.	155
8.	WORD OF RECALL Teleports the caster back to designated place.	155

9TH-LEVEL DRUID SPELLS

1.	ANTIPATHY* Object or location attracts/repels certain creatures.	90
2.	ASTRAL PROJECTION Projects the caster & companions into astral plane.	91
3.	EARTHQUAKE Intense tremor shakes 50 ft. circular area.	105
4.	HEAL* Cures all damage and most everything else.	114
5.	PRISMATIC WALL Wall's colors have array of effects.	131
6.	SHAPECHANGE Transforms caster into any creature; can change once per round.	139
7.	STORM OF VENGEANCE Storm rains acid, lightning, and hail.	142
8.	SUMMON ELEMENTAL SWARM Summons multiple elementals.	143

WIZARD SPELLS (ARCANE)

0-LEVEL WIZARD SPELLS (CANTRIPS)

1.	ARCANE MARK Inscribes a personal rune (visible or invisible).	91
2.	DANCING LIGHTS Creates figment torches or other lights.	100
3.	DETECT MAGIC Detects magical aura and its strength along 50 ft. path.	101
4.	DETECT POISON Detects poison in one creature or small object.	102
5.	ENDURE ELEMENTS Protection from natural elements and weather.	106
6.	GHOST SOUND Figment sounds.	111
7.	LIGHT Object shines like a torch.	120
8.	MAGE HAND Five-pound telekinesis.	121
9.	MENDING Makes minor repairs on an object.	124
10.	MESSAGE Short, whispered communication at a distance.	124
11.	OPEN/CLOSE Opens or closes small or light things.	127
12.	PRESTIDIGITATION Performs minor tricks or tasks.	130

1ST-LEVEL WIZARD SPELLS

1.	ALTER SIZE* Object or creature grows or shrinks 10%/level (max 50%).	87
2.	BURNING HANDS 1d2 +1/level fire damage.	94
3.	CHANGE SELF Changes the caster's appearance.	94
4.	CHARM PERSON Makes one person the caster's friend.	95
5.	COMPREHEND LANGUAGES Understands spoken and written languages.	97
6.	ERASE Mundane or magical writing vanishes.	107
7.	FEATHER FALL Objects or creatures fall slowly.	108
8.	FLOATING DISK 3 ft. diameter horizontal disk that holds 1000 lbs.	109
9.	HOLD PORTAL Holds door shut.	115
10.	IDENTIFY Determines single feature of magic item.	116
11.	JUMP Make astounding leaps 1 min/level.	119
12.	MAGIC MISSILE Strikes for 1d4+1 damage; +1 missile/two levels.	112
13.	PROTECTION FROM ALIGNMENT* +2 AC and saves, plus other defenses.	132
14.	READ MAGIC Read magical writings, scrolls, and spellbooks.	133
15.	SHIELD Invisible disc raises AC and blocks magic missiles.	139
16.	SHOCKING GRASP Electric touch deals 1d8 +1/level damage.	139
17.	SLEEP Put 2d4 HD of creatures into comatose slumber.	140
18.	SPIDER CLIMB Grants ability to walk on walls and ceilings.	141

19.	SUMMON FAMILIAR Summons & binds unique companion to wizard.	143
20.	UNSEEN SERVANT Creates invisible force that obeys the caster's commands.	151

2ND-LEVEL WIZARD SPELLS

1.	ACID ARROW Make ranged attack to deal 2d4/ two lvls acid damage.	87
2.	CONTINUAL FLAME Makes a permanent, heatless flame.	98
3.	DARKNESS* Creates 20 ft. rad. supernatural darkness.	100
4.	DETECT THOUGHTS* Allows "listening" to surface thoughts.	102
5.	ENHANCE ATTRIBUTE* Raises attribute score for 1 hr/level.	106
6.	FOG CLOUD Fog obscures vision.	110
7.	INVISIBILITY Subject is invisible until it attacks.	118
8.	KNOCK* Magically opens door, item, chest, etc.	119
9.	LEVITATE Subject moves up and down at the caster's direction.	119
10.	LOCATE OBJECT* Senses direction toward object (specific or type).	121
11.	MAGIC MOUTH Speaks once when triggered.	122
12.	MIRROR IMAGE Creates 1d4+1 decoy duplicates of the caster.	125
13.	PROTECTION FROM ARROWS Subject immune to most ranged attacks.	132
14.	PYROTECHNICS Turns fire into blinding light or choking smoke.	132
15.	RAY OF ENFEEBLEMENT -1 to hit and -1 to damage rolls for every four levels of the caster.	133
16.	ROPE TRICK Up to eight creatures hide in extradimensional space.	136
17.	SCARE Panics one creature up to 5 HD.	136
18.	SEE INVISIBILITY Reveals invisible creatures or objects.	137
19.	SHATTER Sonic vibration damages objects or crystalline creatures.	139
20.	WEB Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.	154

3RD-LEVEL WIZARD SPELLS

1.	BLINK Makes harder to hit and other effects.	93
2.	CLAIRAUDIENCE/ CLAIRVOYANCE Hear or see at a distance for 1 min./level.	95
3.	DISPEL MAGIC Cancels magical spells and effects.	103
4.	EXPLOSIVE RUNES Deals 6d6 damage when read.	107
5.	FIREBALL 1d6 damage/level in 40 ft. diameter sphere.	108
6.	FLY Subject flies at speed of 90.	110
7.	GASEOUS FORM Subject becomes insubstantial and can fly slowly.	110
8.	GUST OF WIND Blows away or knocks down smaller creatures.	113
9.	HASTE* Doubles move and number of attacks.	113
10.	HOLD PERSON Holds one person helpless; 1 round/level.	114
11.	INVISIBILITY SPHERE Makes everyone within 10 ft. invisible.	118
12.	LIGHTNING BOLT Electricity deals 1d6 damage/ level.	120
13.	MAGIC CIRCLE (against Chaos, Evil, Good, Law) As protection spell, but 10 ft. radius.	121
14.	NONDETECTION Hides subject from divination, scrying.	126
15.	STINKING CLOUD Nauseating vapors that make helpless & limit sight.	142
16.	SUGGESTION Compels subject to follow stated course of action.	142
17.	SUMMON LESSER MONSTER Calls 3 HD or less monsters to aid caster.	145
18.	TINY HUT Creates shelter for 10 creatures.	149
19.	TONGUES* Speak any language.	149
20.	WATER BREATHING Subjects can breathe underwater.	154

4TH-LEVEL WIZARD SPELLS

1.	ARCANE EYE Caster can see with invisible, moving eye.	90
2.	CHARM MONSTER Makes monster believe it is the caster's ally.	95
3.	CONFUSION Makes subjects behave randomly for 1 rd/level.	97
4.	DETECT SCRYING Alerts caster of magical eavesdropping.	102
5.	DIMENSION DOOR Teleports caster (and 500 lbs.) up to 450 ft.	102
6.	FEAR Subjects flee for 1 round/level.	108
7.	FIRE SHIELD* Attackers take damage; protects against cold attacks.	109
8.	FIRE TRAP Opened object deals 1d4 +1/level damage.	109
9.	HALLUCINATORY TERRAIN Makes type of terrain appear like another.	113
10.	ICE STORM Hail deals 5d6 damage in cylinder 50 ft. across and tall.	116
11.	LOCATE CREATURE Indicates direction to individual/type of creature.	120
12.	MINOR GLOBE OF INVULNERABILITY Stops 1st to 3rd-level spell effects.	125
13.	MNEMONIC ENHANCER Caster prepares or retains additional spells.	126
14.	POLYMORPH Gives caster or one subject a new form.	129
15.	REMOVE CURSE* Frees person or object from curses.	134
16.	RESILIENT SPHERE Force globe protects but traps one subject.	135
17.	SCRYING Spies on subject from a distance.	137
18.	SHOUT Deafens all within cone and deals 2d6 damage.	140
19.	WALL OF FIRE Fiery curtain or ring deals damage to those near or passing through.	152

20.	WALL OF ICE Creates very hard sheet or hemisphere of ice.	152

5TH-LEVEL WIZARD SPELLS

1.	ANIMATE DEAD* Creates and controls undead skeletons and zombies.	89
2.	BIND ELEMENTAL Traps elemental to perform task.	92
3.	CLOUDKILL Poison fog 3 HD or less; 4-6 HD save or die.	95
4.	CONE OF COLD 1d6 cold damage/level.	97
5.	CONTACT OTHER PLANE Ask questions of extraplanar entity.	97
6.	FAITHFUL HOUND Phantom dog can guard, attack.	107
7.	FEEBLEMIND Subject's Int drops to below an animal's.	108
8.	HOLD MONSTER As hold person, but any creature.	114
9.	MAGIC JAR Enables possession of another creature.	121
10.	PASSWALL Creates temporary passages through walls.	127
11.	PERMANENCY Makes certain spells permanent with a cost.	127
12.	SECRET CHEST Hides magic chest for caster to retrieve when needed.	137
13.	SUMMON MONSTER Calls 6 HD or less monsters to aid caster.	146
14.	TELEKINESIS Lifts or moves 25 lb./level at long range.	147
15.	TELEPATHIC BOND Link lets allies communicate.	148
16.	TELEPORT Instantly transports the caster anywhere.	148
17.	TRANSMUTE MUD AND ROCK Change mud into rock, or vice-versa.	150
18.	WALL OF FORCE Wall, sphere, or hemisphere is immune to damage.	152
19.	WALL OF IRON Creates vertical sheet of tough iron.	153
20.	WALL OF STONE Creates a stone wall that can be shaped.	153

6TH-LEVEL WIZARD SPELLS

1.	ANTI-MAGIC SHELL Creates mobile sphere that negates magic.	90
2.	CHAIN LIGHTNING Deals 1d6 damage/level; strikes multiple targets.	94
3.	CONTROL WEATHER Changes weather in local area.	99
4.	DISINTEGRATE Destroys one creature or object.	103
5.	GEAS Forces creature to fulfil a quest.	111
6.	GLOBE OF INVULNERABILITY Stops 1st to 4th level spell effects.	111
7.	GUARDS AND WARDS Array of magic effects protect area.	112
8.	LEGEND LORE Learn tales about a person, place, or thing.	119
9.	MASS SUGGESTION Compels one subject/level to follow course of action.	123
10.	MOVE EARTH Digs trenches and build hills.	126
11.	PROJECT IMAGE Illusory double can talk and cast spells.	132
12.	TRANSMUTE FLESH AND STONE Turns subject creature into statue, or restores petrified creature.	149

7TH-LEVEL WIZARD SPELLS

1.	DELAYED BLAST FIREBALL 1d6 +1/ level fire damage, can delay for 5 rds.	101
2.	FINGER OF DEATH Kills one subject.	108
3.	GREATER SCRYING As scrying, but faster and longer.	112
4.	INSTANT SUMMONS Prepared object appears in the caster's hand.	118
5.	LIMITED WISH Alters reality within spell limits.	120
6.	MASS INVISIBILITY As invisibility, but affects all in range.	123
7.	PHASE DOOR Invisible passage through wood or stone.	128
8.	POWER WORD STUN Creatures with up to 120 hp are stunned.	130
9.	SEQUESTER Subject is invisible to sight and scrying.	138
10.	SUMMON GREATER MONSTER Calls 9 HD or less monsters to aid caster.	145
11.	TELEPORT WITHOUT ERROR As teleport, but no off-target arrival.	149
12.	VANISH As teleport, but affects a touched object.	151

8TH-LEVEL WIZARD SPELLS

1.	ANTIPATHY* Object or location attracts/repels certain creatures.	90
2.	BINDING Array of techniques to imprison a creature.	93
3.	CLONE Duplicates a creature.	95
4.	INCENDIARY CLOUD Smoke deals 4d6 damage/rd. and limits vision.	117
5.	MASS CHARM Multiple creatures believe they are caster's ally.	123
6.	MAZE Traps subject in extradimensional maze.	124
7.	MIND BLANK Subject is immune to mental magic and scrying.	124
8.	POLYMORPH ANY OBJECT Changes any creature or object into anything else.	128
9.	POWER WORD BLIND Creatures with up to 100 hit points are blinded.	129
10.	SYMBOL Triggered runes have array of effects.	146
11.	TELEPORTATION CIRCLE All creatures inside circle teleport to designated spot.	149
12.	TRAP THE SOUL Imprisons subject within gem.	150

9TH-LEVEL WIZARD SPELLS

1.	ASTRAL PROJECTION Projects the caster & companions into astral plane.	91
2.	DISJUNCTION Dispels magic, disenchants magic items.	103
3.	GATE Connects two planes for travel or summoning.	110

4.	IMPRISONMENT* Entombs subject beneath the earth.	117
5.	METEOR SWARM Multiple fireballs deal damage in path.	124
6.	POWER WORD KILL One tough subject or many weak ones die.	129
7.	PRISMATIC SPHERE Multi-colored protective sphere.	130
8.	REFUGE Alters item to teleport its possessor to the caster.	133
9.	SHAPECHANGE Transforms caster into any creature once per round.	139
10.	TEMPORAL STASIS Puts subject into suspended animation.	149
11.	TIME STOP The caster stops time and acts freely for 1d4+1 rounds.	149
12.	WISH Alters reality as desired, but with risk.	155

ILLUSIONIST SPELLS (ARCANE)

0-LEVEL ILLUSIONIST SPELLS (CANTRIPS)

1.	ARCANE MARK Inscribes a personal rune (visible or invisible).	91
2.	DANCING LIGHTS Figment torches or other lights.	100
3.	DETECT ILLUSION Detects illusions along 50 ft. path.	101
4.	DRAGON MARK Creates dragon sounds on other side of door.	104
5.	FIRST AID Bandages bleeding wounds.	109
6.	GHOST SOUND Figment sounds.	111
7.	INFLUENCE Temporary charm.	117
8.	LIGHT Object shines like a torch.	120
9.	MAGICAL AURA Grants object false magic aura.	121
10.	MESSAGE Short, whispered communication at a distance.	124
11.	MENDING Makes minor repairs on an object.	124
12.	PRESTIDIGITATION Performs minor tricks.	130

1ST-LEVEL ILLUSIONIST SPELLS

1.	CHANGE SELF Changes the caster's appearance.	94
2.	CHARM PERSON Makes one person the caster's friend.	95
3.	COLOR SPRAY Knocks unconscious, blinds, or stuns 1d4+1 creature per level of caster.	95
4.	DARKNESS* 20 ft. radius of supernatural darkness.	100
5.	DAZE Creature loses next action.	100
6.	DRAGON ARMOR Phantom armor grants +1 AC to those touched.	104
7.	DRAGON IMAGE 1d6 damage.	104
8.	ERASE Mundane or magical writing vanishes.	107
9.	FAERIE'S GLAMOUR Makes another appear as illusionist.	107
10.	HEAD FOG Victim suffers -4 to hit for 1d4+1 rds.	114
11.	HYPNOTISM Fascinates 2d4 HD of creatures.	115
12.	ILLUSIONARY HOUNDS Two hounds distract opponents.	116
13.	MINOR DARK CHAOS Whiplike tendrils cause 3 hp damage, last 2 rds.	125
14.	OBSCURING MIST Fog surrounds the caster.	127
15.	READ MAGIC Read scrolls and spellbooks.	133
16.	SEE INVISIBILITY Reveals invisible creatures or objects.	137
17.	SILENT IMAGE Creates minor illusion of your design.	140
18.	UNDETECTABLE AURA Masks magic item's aura.	151
19.	VENTRILOQUISM Throws sound or voice.	151
20.	WARD'S TEMPORARY STRENGTH Strength +1 for 1 minute/level.	154

2ND-LEVEL ILLUSIONIST SPELLS

1.	ALTER SELF As change self, plus more drastic changes.	87
2.	ANGELIC IMAGE Delays undead.	88
3.	BLUR +2 bonus to Armor Class against attacks.	94
4.	CURE LIGHT WOUNDS Cures 1d8 damage.	99
5.	DARK CHAOS Whiplike tendrils cause 6 hp damage, last 2 rds.	100
6.	DETECT MAGIC Detects magical aura & its strength along 50 ft. path.	101
7.	DETECT THOUGHTS Allows "listening" to surface thoughts.	102
8.	DRAGON BITE Bite like dragon, 2d6 damage.	104
9.	EYES OF FIRE Fiery eyes provide light and scare enemies.	107
10.	FALSE TRAP Makes item seem trapped.	107
11.	FOG CLOUD Fog obscures vision.	110
12.	HYPNOTIC PATTERN Fascinates 2d4+1 HD/level of creatures.	115
13.	INVISIBILITY Subject is invisible until it attacks.	118
14.	MAGIC MOUTH Speaks once when triggered.	112
15.	MINOR IMAGE Image, plus some sounds and smells.	125
16.	MIRROR IMAGE Creates 1d4+1 decoy duplicates of the caster.	125
17.	MISDIRECTION Misleads divinations for one creature or object.	125
18.	PYROTECHNICS Turns fire into blinding light or choking smoke.	132
19.	REMOVE BLINDNESS/DEAFNESS* Makes subject blind or deaf.	134

20.	WARD'S TEMPORARY INVISIBILITY Make objects invisible for 1 minute/lvl.	154

3RD-LEVEL ILLUSIONIST SPELLS

1.	BLINK Caster moves in/out of ethereal plane and is difficult to hit	93
2.	CONTINUAL FLAME Makes a permanent, heatless torch.	98
3.	DISPEL MAGIC Cancels magical spells and effects.	103
4.	DISPEL ILLUSION Cancels illusion spells and effects.	103
5.	DISPLACED IMAGE Creates copy of creature to draw attacks.	104
6.	DOUBLED TREASURE Viewer believes treasure hoard is doubled.	104
7.	DRAGON MOUNT Can carry 4 creatures; fly, swim, or walk 60 ft. movement.	104
8.	EXPLOSIVE RUNES Deals 6d6 damage when read.	107
9.	HALLUCINATORY TERRAIN Makes one type of terrain appear like another.	113
10.	HOLD PERSON Holds one person helpless; 1 round/level.	114
11.	ILLUSIONARY HELP Summons situation aid.	116
12.	ILLUSORY SCRIPT Only intended reader can decipher.	116
13.	INVISIBILITY SPHERE Makes everyone within 10 ft. invisible.	118
14.	MAJOR IMAGE As silent image, plus sound, smell & thermal effects.	123
15.	NONDETECTION Hides subject from divination, scrying.	126
16.	ROPE TRICK Up to eight creatures hide in extradimensional space.	136
17.	SCARE Panics one creature up to 5 HD.	136
18.	SECRET PAGE Changes one page to hide its real content.	137
19.	SUGGESTION Compels subject to follow stated course of action.	142
20.	TONGUES Speak any language.	149

4TH-LEVEL ILLUSIONIST SPELLS

1.	CHARM MONSTER Makes monster believe it is the caster's ally.	95
2.	CONFUSION Makes subjects behave randomly for 1 rd/level.	97
3.	CURE SERIOUS WOUNDS Cures 3d8 damage.	100
4.	DRAGON SCALES +4 AC to caster and allies within 15 ft. radius.	105
5.	EMOTION Arouses strong emotion in subject.	106
6.	FEAR Subject flees for 1 round/level.	108
7.	IDOL OF DEATH Clay figure absorbs 3 hp melee damage	116
8.	ILLUSORY WALL Surface looks real but anything can pass through.	116
9.	IMPROVED INVISIBILITY As invisibility but can attack & stay invisible.	117
10.	MAJOR DARK CHAOS Whiplike tendrils cause 10 hp damage, lasts 2 rds.	122
11.	MINOR CREATION Creates one cloth or wood object.	125
12.	MIRAGE ARCANA As hallucinatory terrain, plus structures.	125
13.	PHANTASMAL KILLER Illusion kills subject or deals 3d6 damage.	128
14.	RAINBOW PATTERN Prevents 24 HD of creatures from attacking or moving away.	133
15.	SECURE SHELTER Creates sturdy, furnished cottage.	137
16.	SEEMING Changes appearance of one person/two levels.	138
17.	SHADOW CONJURATION Shadow monsters attack foes.	138
18.	SOLID FOG Blocks vision and slows movement.	141
19.	TREASURE HOARD Victims grab illusionary treasure and run.	150
20.	WARD'S ILLUSIONARY PORTAL Dimensional portal for items to illusionist's home.	154

5TH-LEVEL ILLUSIONIST SPELLS

1.	DRAGON BREATH Breath like dragon for 5d6 damage.	104
2.	DRAGON SHADOW Shadow grants +2 AC and bites for 3d6 damage.	105
3.	DREAM Sends message to anyone sleeping.	105
4.	FAITHFUL HOUND Phantom dog can guard, attack.	107
5.	FALSE VISION Fools scrying with an illusion.	108
6.	GREATER SHADOW CONJURATION Strong shadow monsters attack foes.	112
7.	GUARDS AND WARDS Array of magic effects protect area.	112
8.	HOLD MONSTER As hold person, but any creature.	114
9.	HUMANOID FINDING Locates humanoid over far distance.	115
10.	MAJOR CREATION As minor creation, plus stone and metal.	122
11.	MASS SUGGESTION As suggestion, plus one/ level subjects.	123
12.	MIRROR WALL Impenetrable, mirrored wall.	125
13.	NEUTRALIZE POISON Detoxifies venom in or on subject.	126
14.	NIGHTMARE Sends vision dealing 1d10 damage, fatigue.	126
15.	PERSISTENT IMAGE As major image, but no concentration required.	127
16.	PROJECT IMAGE Illusory double can talk and cast spells.	132
17.	SECRET CHEST Hides magic chest for caster to retrieve when needed.	137
18.	SHADOW EVOCATION Mimics certain wizard spells.	138
19.	TRUE SEEING See all things as they really are.	151
20.	WARD'S EXTENDED INVISIBILITY Make objects invisible for 1 day/lvl.	154

6TH-LEVEL ILLUSIONIST SPELLS

1.	ANTI–ILLUSION SHIELD Negates illusions within 10 ft.	89
2.	CLOAK OF DARK CHAOS Protective shadows cause 15 hp dmg to attackers.	95
3.	CURE CRITICAL WOUNDS Cures 5d8 damage.	100
4.	FEEBLE MIND Subject's Int drops to below an animal's.	108
5.	GEAS Forces creature to fulfill a quest.	111
6.	GREATER SHADOW EVOCATION Mimics certain wizard spells.	112
7.	ILLUSIONARY LIONS Two lions distract and attack.	116
8.	MISLEAD Turns the caster invisible and creates illusory double.	126
9.	PERMANENT IMAGE Includes sight, sound, and smell.	127
10.	PROGRAMMED IMAGE As major image, plus triggered by event.	131
11.	SHADES Powerful shadow monsters attack foes.	138
12.	VEIL Changes appearance of group of creatures.	151

7TH-LEVEL ILLUSIONIST SPELLS

1.	AWE Enemies suffer loss of 1 in each attribute, loss of primes	92
2.	INSANITY Subject suffers continuous confusion.	117
3.	MASS INVISIBILITY As invisibility, but affects all in range.	123
4.	MAZE Traps subject in extradimensional maze.	124
5.	POWER WORD STUN Creatures with up to 120 hp are stunned.	130
6.	PRISMATIC SPRAY Rays hit subjects with variety of effects.	131
7.	RESTORATION* Restores drained level and attribute reducing effects.	136
8.	SEQUESTER Subject is invisible to sight and scrying.	138
9.	SHADOW WALK Step into shadow to travel rapidly.	138
10.	SIMULACRIUM Creates clone, but weaker and without all memory.	140
11.	TELEPATHIC BOND Link lets allies communicate.	148
12.	VISION Quickly reveals legends about person, place, or thing.	151

8TH-LEVEL ILLUSIONIST SPELLS

1.	ANTIPATHY* Object or location attracts/repels certain creatures.	90
2.	DISTORT REALITY Alters reality within spell limits.	104
3.	FIND THE PATH* Shows most direct way to a location.	108
4.	INCENDIARY CLOUD Smoke deals 4d6 damage/rd. and limits vision.	117
5.	MASS CHARM Multiple creatures believe they are caster's ally.	123
6.	POLYMORPH Gives caster or one subject a new form.	129
7.	POWER WORD BLIND Creatures with up to 100 hit points are blinded.	129
8.	PRISMATIC WALL Wall's colors have array of effects.	131
9.	SCREEN Illusion hides area from vision, scrying.	136
10.	SUNBURST Blinds within 10 ft., deals 3d6 damage, harms undead.	146
11.	TRAP THE SOUL Imprisons subject within gem.	150
12.	WIND WALK The caster and the caster's allies turn vaporous and travel fast.	155

9TH-LEVEL ILLUSIONIST SPELLS

1.	ASTRAL PROJECTION Moves caster and companions into astral plane.	91
2.	BINDING Array of techniques to imprison a creature.	93
3.	CLONE Duplicates a creature.	95
4.	DREAMING Convinces subject that they are dreaming.	105
5.	HEAL* Cures all damage and most everything else.	114
6.	MIND BLANK Subject is immune to mental magic and scrying.	124
7.	POLYMORPH ANY OBJECT Changes creature or object into anything.	128
8.	POWER WORD KILL One tough subject or many weak ones die.	129
9.	PRISMATIC SPHERE Multi-colored protective sphere.	130
10.	REGENERATE Subject's severed limbs grow back.	133
11.	SYMBOL Triggered runes have array of effects.	146
12.	WEIRD Fearsome illusion kills subjects in area or deals damage.	154

SPELL FORMAT

Each spell description follows the same format, beginning with the spell's name. Following a spell's name is the caster and spell level followed by casting time, range, duration, saving throw, spell resistance and components. The spell's description follows that with relevant details including target and area of affect and details on components.

NAME: this is the name by which the spell is generally known. A spell that is reversible is indicated with an asterisk (*) symbol next to the name. Some spells have more than one variation, which are sometimes indicated in the name of the spell.

CASTER AND SPELL LEVEL: specifies each class that can cast the spell and the spell level.

CASTING TIME (CT): the time required to cast a spell, expressed in rounds (from 1 to 5). Complex spells may take more time to cast, and such casting times are expressed in rounds (rd), minutes (min), hours (hr) or days. For relative understanding of casting time, a round is 10 seconds.

RANGE (R): the maximum distance from the character at which the spell can affect a target, expressed in feet.

TARGET/AREA OF EFFECT (T/AOE): the number of creatures, or the dimensions, volume, weight, etc., That the spell affects, if not otherwise obvious from the spell's description. If the target of a spell is the caster, the caster does not receive a saving throw and spell resistance does not apply.

DURATION (D): how long the spell lasts, expressed in rounds (rd), hours (hr), days, weeks (wks), months (mth), or years (yr). For relative understanding of time, a round is 10 seconds.

SAVING THROW (SV): most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. This entry details whether a spell allows a saving throw, what type of saving throw is made, and the effect of a successful save. A parenthetical (h) indicates a harmless spell, one that is usually beneficial but still allows a targeted creature to attempt a saving throw if it wishes. If a spell does not include a saving throw entry, then assume no saving throw is allowed.

SPELL RESISTANCE (SR): Whether spell resistance (SR) will resist the spell. A parenthetical (h) indicates a harmless spell, one that is usually beneficial but still allows a targeted creature to attempt to resist the spell if it wishes. If a spell does not include a spell resistance entry, then assume no spell resistance check is allowed.

COMPONENTS (COMP): This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal **(V)**, somatic **(S)**, material **(M)**, focus **(F)**, divine focus **(DF)** components, any combination thereof, or even other special components. If the material component, focus or define focus has a gp cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value. Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it will be unique to the spell and cannot be used as the focus for other spells.

DESCRIPTION: Offers details about what the spell does and how it works.

SPELL DESCRIPTIONS

A

ACID ARROW, Level 2 wizard

CT 1	R 450 ft.	D 1 rd.+1 rd./2 lvl.
SV none	SR yes	Comp V, S, M

A magical arrow of acid springs from the caster's hand and speeds toward a single target. The caster must succeed with a ranged touch attack to hit the target. The *acid arrow* deals 2d4 points of acid damage if it hits. For every two caster levels the acid, unless somehow neutralized, lasts an additional round and deals another 2d4 points each round (2 rounds at 3rd to 4th level; 3 rounds at 5th to 6th level, etc.).

The material component for this spell is a drop of acid or some type of corrosive substance.

AID, Level 2 cleric

CT 1	R touch	D 1 min./lvl
SV none	SR yes (h)	Comp V, S, DF

This spell allows the cleric to heal, inspire, and raise the morale of one creature. The subject gains 1d8 temporary HP, +1 to hit, and +1 on saving throws against fear.

AIR/WATER WALK, Level 4 cleric

CT 1	R touch	D 10 min./lvl.
SV wisdom negates (h)	SR yes (h)	Comp V, S, DF

This spell allows a single target creature to tread on air or liquid as if walking on solid ground. The caster must choose the version of the spell desired upon the initial casting of the spell.

Air Walk: The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the creature's normal movement. A strong wind (21+ mph) can push an air walker along or hold the walker back. Each round at the end of the walker's turn, the wind blows the walker 5 feet for each 5 miles per hour of wind speed.

Water Walk: The creature's feet hover an inch above the surface. Any liquid may be traversed, including mud, oil, snow, quicksand, running water, ice, and even lava (although creatures crossing molten lava or other harmful surfaces still take damage from the heat or other harm). The creature can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater (or while the subject is partially submerged), the subject is borne toward the surface at 60 feet per round until they can stand on it.

ALARM, Level 1 druid

CT 1	R 50 ft.	D 2 hrs./lvl.
SV none	SR N/A	Comp V, S, F/DF

The caster summons a small animal to watch over an area. Each time a creature enters the warded area, a mental or audible alarm is triggered. Whether the alarm is mental or audible is left up to the caster but must be decided upon at the moment the spell is cast. A creature who speaks the password, also determined at the time of casting, does not set off the alarm. The caster may elect to have small animals not set off the alarm. Ethereal or astral creatures do not trigger the alarm unless the intruder becomes material while in the warded area. The spell's area of affect is a 50 ft. diameter circle and requires a small bell to activate.

Mental Alarm: A mental alarm alerts the caster so long as the character remains within a mile of the warded area. It will also awaken the caster from normal sleep, but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a bell, and anyone within 60 feet of the warded area can hear it clearly. Doors and walls will reduce the distance by 10 to 20 feet. In quiet conditions, the ringing can be heard faintly up to 180 feet. The ringing lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

ALTER SELF, Level 2 illusionist

CT 1	R person	D 10 min./lvl.
SV none	SR none	Comp V, S

This is a more powerful version of *change self*.

As with *change self,* the caster can assume the form of a creature of the same type as the caster's form. However, the caster also gains extraordinary special attacks and qualities, such as darkvision, low-light vision and so on. The caster does not gain any supernatural abilities though.

ALTER SIZE*, Level 1 wizard

CT 1	R 50 ft.	D 1 min./lvl.
SV constitution negates	SR yes	Comp V, S

This spell allows the caster to enlarge or reduce a creature or object, increasing or decreasing both size and weight. The subject may be altered by up to 10% per caster level, increasing by this amount in height, width and depth (to a maximum of 50%). Alter size affects one creature or one object of up to 10 cubic ft/lvl in volume.

Weight increases by approximately the cube of the size increase, as follows:

HEIGHT INCREASE	WEIGHT INCREASE
+10% (X 1.1)	+30% (X 1.3)
+20% (X 1.2)	+70% (X 1.7)
+30% (X 1.3)	+120% (X 2.2)
+40% (X 1.4)	+170% (X 2.7)
+50% (X 1.5)	+240% (X 3.4)

Weight decreases proportional to the cube of the new height, as follows:

HEIGHT DECREASE	WEIGHT DECREASE
10% (X 0.9)	30% (X 0.7)
20% (X 0.8)	50% (X 0.5)
30% (X 0.7)	60% (X 0.4)
40% (X 0.6)	80% (X 0.2)
50% (X 0.5)	90% (X 0.1)

All equipment worn or carried by a creature is also changed by the spell. If insufficient room is available for the desired growth or reduction, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials: the spell cannot be used to crush a creature by its own growth.

Magical properties are not increased by this spell. Weight, mass, and strength are affected though. A creature's hit points, armor class, and to hit bonus do not change, but strength increases along with size. For every 20% of enlargement, the creature gains a +1 bonus to strength.

ANGELIC IMAGE, Level 2 illusionist

CT 1	R Sight	D 1 rd./lvl.
SV charisma negates	SR yes	Comp V, S

An angelic image appears and undead of any type that do not make their saving throw are enraged and feel the need to attack the illusionary image. After making one attack, each undead creature realizes it has been tricked and doesn't attack again.

ANIMAL FRIENDSHIP, Level 1 druid

CT 1 min.	R 50 ft.	D see below
SV charisma negates	SR yes	Comp V, S, M

By means of this spell, the caster befriends and wins the loyalty of an animal. The spell functions only if the caster actually wishes to become the animal's friend, and uses food to initiate the spell. Otherwise the spell fails. The befriended animal's loyalty is natural (not magical) and lasting. The caster can teach the befriended animal 3-6 specific tricks or tasks. The tricks or tasks cannot be complex, generally mimicking those taught to a pet or mount. It takes at least a week for an animal to learn each trick.

The animal is still an animal. While it may have learned some tricks, it is still no more intelligent than any other animal of its kind, and it retains all its bestial instincts. Unlike intelligent followers or cohorts, animals can't follow complex instructions. Animals are ill-equipped to handle unusual situations, such as combats with invisible opponents, and they typically hesitate to attack weird and unnatural creatures. Left to its own judgment, an animal follows a caster and attacks creatures that attack the caster or that attack the animal itself. To do more than that, it needs to learn tricks. Some typical tricks or tasks include the following:

Attack: The animal attacks apparent enemies. The character may point to a particular creature and direct the animal to attack that creature. Normally, an animal will not attack unnatural creatures (though it will defend people, guard places and protect characters against them). Teaching an animal to attack unnatural creatures counts as two tricks.

Come: The animal comes to the character, even if the animal normally would not do so such as following the character onto a boat.

Defend: The animal defends the character or is ready to defend the character if no threat is present.

Down: The animal breaks off from combat or otherwise backs down.

Fetch: The animal goes and gets something. The character must point out a specific object or the animal fetches some random object.

Guard: The animal stays in place and prevents others from approaching.

Heel: The animal follows the character closely, even to places where it normally wouldn't go.

Perform: The animal does a variety of simple tricks like sitting up, rolling over, roaring and so on. Each of these must be taught separately.

Protect: The animal follows a specific character and protects them.

Seek: The animal moves into an area and looks around for anything unusual.

Stay: The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track: The animal tracks the scent presented to it.

A caster can have more than one animal friend, but their hit dice can total no more than twice the caster's level. A caster may dismiss animal friends to befriend new ones.

If the caster spends most of her time in the animals' home territory and treats them well, the caster can approach and maintain the maximum hit dice allowed. If the caster spends most of the time at sea, in cities or otherwise in places that the animals don't like, the animals desert or will return to their native lands, and the caster will not be able to retain even half the maximum hit dice. Remember, these creatures are loyal friends but are not pets or servants. They won't remain loyal if being the caster's friend becomes too onerous.

The material component for this spell is a small bag of food.

ANIMAL GROWTH, Level 5 druid

CT 1	R 150 ft.	D 1 min./lvl.
SV none	SR yes	Comp V, S

The caster causes up to a maximum of eight animals to grow to twice their normal size. This doubles each animal's height, length, and width, increasing its weight by a factor of eight. The increase in size has a number of effects. The animal's HD doubles, increasing the animal's bonus to hit and saving throws accordingly. The increase in size increase the damage the animal delivers by one-third. It also doubles the animal's constitution bonus. When the

spell ends, the animal's HP return to normal, and all damage taken while enlarged is divided by 2. The spell gives the character no special means of command or influence over the enlarged animals. Thus, the spell is often combined with speak with animals and a charm spell. *Animal growth* has a 25 x 25 foot area of effect.

ANIMAL MESSENGER, Level 2 druid

CT 1	**R** 50 ft.	**D** 1 day/lvl.
SV none	**SR** yes	**Comp** V, S, M

Using food to initiate the spell the caster compels a small animal to go to a spot the caster designates. The spell has no effect on an animal tamed, trained or under the influence of someone else. The caster can mentally impress on the animal a certain place well known to the caster or an obvious landmark. The directions must be simple, as the animal depends on the caster's knowledge and can't find a destination on its own. The caster can attach a small item or note to the messenger. The animal travels to the location and waits there until the spell expires. During the period of waiting, the animal allows others to approach it and remove any scroll or token it carries. The intended recipient of a message gains no special ability to communicate with the animal or read any attached message.

The material component for this spell is a small bag of food.

ANIMAL SHAPES, Level 8 druid

CT 1	**R** 50 ft.	**D** 1 hr./lvl.
SV none	**SR** yes (h)	**Comp** V, S, DF

The caster polymorphs up to one willing creature per level, in a 25 x 25 foot area, into a small or medium animal of the caster's choice. Recipients remain in the animal form until the spell expires or the caster dismisses the spell. The caster can designate the new form's physical qualities (such as hair color, hair texture, skin color, height, weight and gender), but all must fall within the norms for the species.

Upon changing into an animal, a subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a day). Further, the polymorphed subject acquires the physical and natural abilities of the animal while retaining its own mind. In general, the subject's new scores and faculties are average ones for the species into which it has been transformed. Natural abilities include armor class (if better), attack routines and damage, movement capabilities such as walking, swimming and flight, and extraordinary vision. The subject does not gain any extraordinary abilities of the animal.

The subject retains its prime attributes, intelligence, wisdom and charisma scores, level and class, hit points (despite any change in its constitution modifier), alignment and attack bonus. The subject can cast spells for which it has components. When the polymorph occurs, however, the subject's equipment, if any, melds into the new form and becomes nonfunctional; material components and focuses melded in this way cannot be used to cast spells. A humanlike voice is required for verbal components, and humanlike hands are require for somatic components.

ANIMATE DEAD*, Level 3 cleric, 5 wizard

CT 1	**R** 50 ft.	**D** Permanent
SV none	**SR** none	**Comp** V, S, M

This spell turns the bones or bodies of dead creatures in a 25 x 25 feet area into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or can remain in an area and attack any creature or specific type of creature entering the area. The undead remain animated until they are destroyed. Destroyed undead can't be animated again. Regardless of the type of undead, the caster can't create more HD of undead than the caster has levels in any single casting of the spell.

The undead remain under the caster's control indefinitely. No matter how many times the caster uses this spell, however, the character can only control 2 HD worth of undead creatures per caster level. If the caster exceeds this number, all the newly created creatures fall under the caster's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). If the caster is a cleric, any undead the character might command by virtue of the caster's power to command or rebuke undead, do not count toward the spell's limits.

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. A zombie, however, can be created only from a mostly intact corpse. The statistics for skeletons and zombies are detailed in *Monsters & Treasure*; undead created with this spell do not retain any abilities the creature may have had while alive.

The material component for this spell is a bag of bones.

Preserve Dead: This reverse version may only be cast by divine spellcasters, and has two effects. First, the caster preserves the remains of the target corpses so that they do not decay, for one day per level of the caster. Doing so extends the time limit on raising that creature from the dead. The spell works on severed body parts and the like. Second, the spell permanently prevents the target corpses from being animated by an *animate dead* spell. If a target corpse is preserved, and then raised from the dead or resurrected, the spell ends.

ANTI–ILLUSION SHIELD, Level 6 Illusionist

CT 1	**R** person	**D** 1 min./lvl.
SV none	**SR** none	**Comp** V, S

This spell creates an invisible, mobile, 20 ft. diameter sphere of energy around the caster that affects all illusions, whether created by spell, spell-like ability, device, or supernatural ability. It suppresses any illusion used within, passing into, or cast into the area, but does not dispel it. Time spent within an *anti-illusion shell* counts against the suppressed spell's duration. The shell prevents the entrance of illusory creatures; if the caster casts *anti-illusion shell* in an area occupied by such a creature, the creature is forced away. Should the character be larger than the area enclosed by the shell, any part of the character's

person that lies outside the barrier is unaffected by the field. Illusions created by creatures of demigod or higher status may be unaffected.

ANTI-LIFE SHELL, Level 6 druid

CT 1	R person	D 1 min./lvl.
SV none	SR yes	Comp V, S, DF

This spell creates a mobile, 20 ft. diameter, sphere of energy around the caster that prevents the entrance of animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, oozes, plants, shapechangers and vermin; but not constructs, elementals, outsiders or undead. The shell is transparent, but it is not invisible. It moves with the caster. This spell may be used only defensively, not aggressively; an attempt to force the shell against a creature normally kept at bay causes the shell to collapse.

ANTI-MAGIC SHELL, Level 6 wizard

CT 1	R person	D 1 min./lvl.
SV none	SR see below	Comp V, S

This spell creates a mobile, 20 ft. diameter sphere of energy around the caster that is impervious to most magical effects, including spells, spell-like abilities and supernatural abilities. An *anti-magic shell* suppresses any spell or magical effect used within, brought into or cast into the area, but does not dispel it. Time spent within an *anti-magic shell* counts against the suppressed spell's duration. Likewise, the shell prevents the functioning of any magic items or spells within its confines. The shell prevents the entrance of summoned or conjured creatures and incorporeal undead; if the caster casts *anti-magic shell* in an area occupied by such a creature which has spell resistance, the caster must make a check against the creature's SR or the spell fails.

Normal creatures can enter the area, as can normal missiles. Unless they are summoned, golems and other magical constructs, elementals, outsiders, and corporeal undead may enter in an anti-magic area, but the anti-magic area temporarily nullifies their spell-casting supernatural, spell-like, and other magic abilities.

The shell is transparent, but it is not invisible. Should the character be larger than the area enclosed by the shell, any part of the character's person that lies outside the barrier is unaffected by the field.

Dispel magic does not affect an *anti-magic shell*. Certain spells remain unaffected by an anti-magic field, as detailed in their descriptions. Artifacts, relics, and creatures of demigod or higher status are unaffected. Two or more *anti-magic shells* sharing any of the same space have no effect on each other.

ANTIPATHY*, Level 8 wizard, 9 cleric, 9 druid

CT 1 hr.	R 50 ft.	D 2 hr./lvl.
SV Charisma (see below)	SR yes	Comp V, S, M, DF

By means of this spell or its reverse variation, the caster causes one location or one object to emanate magical vibrations that repel or attract a specific order of intelligent creature or creatures of a particular alignment. The creature to be affected must be named specifically and defined by the caster during the casting of the spell; larger groups, such as a type or subtype, are not specific enough. Alternatively, a specific alignment can be named. For example, the caster could specify zombies, but not undead; alternatively, the caster could specify neutral evil creatures. This spell cannot be cast upon living creatures.

If the spell is cast upon a location, the area affected is a 10 foot square area per level of the caster. If the spell is cast upon an object, only the object is affected. Casting the spell requires at least 1,500 gp worth of gems or jewelry.

Antipathy The spell emanates eldritch vibrations that repel specified creatures, forcing them to abandon the area or item. The creatures will not willingly return while the spell is in effect. A creature which makes a successful saving throw can stay in the area or touch the item, but feels hesitant and very uncomfortable doing so. This discomfort, while in effect, reduces the creature's charisma by 4 points. *Antipathy* counters and dispels *sympathy*.

Sympathy The reverse of the spell causes designated creatures to feel elated and pleased to be in the area, or desire to touch or to possess the object. The compulsion is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made every hour if the creature remains in the area or within the presence of the item (within 10 feet per level of the caster). If a subsequent save fails, the affected creature attempts to return to the area or object. *Sympathy* counters and dispels *antipathy*.

The material component for this spell is a magnet or lodestone.

ANTI-PLANT SHELL, Level 4 druid

CT 1	R person	D 1 min./lvl.
SV none	SR yes	Comp V, S, DF

This spell creates a mobile, 20 foot diameter sphere of energy around the caster that prevents the entrance of plant creatures or animated plants. The shell is transparent, but it is not invisible. It moves with the caster. This spell may be used only defensively, not aggressively. An attempt to force the shell against a creature normally kept at bay by the spell causes the shell to collapse.

ARCANE EYE, Level 4 wizard

CT 1 min.	R unlimited	D 1 min./lvl.
SV none	SR none	Comp V, S, M

The caster creates an invisible magical eye that sends the caster visual information. The *arcane eye* travels at 30 feet per round, and sees exactly as the caster would see if the caster were there. If the eye examines walls or ceilings, it moves at 10 feet per round. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than a small mouse hole (one inch in diameter). The caster must concentrate to use the eye. If the caster does not concentrate, the eye becomes inert until the caster again concentrates.

The powers of the eye cannot be enhanced by other spells or items (though the caster can use magic to improve the caster's own eyesight). The caster is subject to any gaze attack the eye encounters. A successful *dispel magic* cast on the caster or the eye ends the spell. With respect to blindness, magical darkness and other phenomena that affect vision, the arcane eye is considered an independent sensory organ of the caster (including a creature). Creatures with intelligence 12 or higher can sense the *arcane eye* by making an intelligence check. Spells such as *detect scrying* can also detect the eye.

The material component for this spell is an eye.

ARCANE MARK, Level 0 wizard, 0 illusionist

CT 1	R touch	D permanent
SV charisma negates (h)	SR yes	Comp V, S

This spell allows the caster to inscribe a rune or mark, which can be no taller than six inches in height and consist of no more than six characters. The writing can be visible or invisible. The caster can etch the rune upon any substance without harm to the material upon which it is placed.

If an invisible mark is made, a *detect magic* spell causes it to glow and be visible. *See invisibility, true seeing* and the like allow their users to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

Creatures and items with charisma receive a charisma saving throw to prevent the inscription of the mark. If cast on a creature, normal wear gradually causes the mark to fade in about a month.

ASTRAL PROJECTION, Level 9 all

CT 30 min.	R touch	D see below
SV none	SR yes (h)	Comp V, S

This spell frees the spirit from the body, allowing the caster to project an astral body into another plane. The caster can bring the astral forms of other creatures as well, provided the creatures are linked in a circle with the caster at the time of the casting. These fellow travelers must accompany the caster at all times to remain in an astral state. If something happens to the caster during the journey, the companions are stranded wherever the caster left them. The caster can bring one additional creature for every two levels of experience.

The bodies of the caster and companions are left behind, in a state of suspended animation. The spell projects an astral copy of them and all they wear or carry onto the astral plane. Because the astral plane touches upon other planes, the caster can travel astrally to any of these other planes as the caster wishes. The caster then leaves the astral plane, forming a new physical body (and equipment) on the plane of existence the caster has chosen to enter.

When on the astral plane or another plane, the caster's astral body is connected at all times to the caster's material body by a silvery cord. If the cord is broken, the caster is killed both astrally and materially. Very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the caster's original body, reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane.

The caster and the caster's companions may travel through the astral plane indefinitely. The spell lasts until the caster desires to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, or the destruction of the caster's body (which kills the caster).

ATONEMENT, Level 5 cleric

CT 1 hr.+1 hr./lvl. of recip.	R touch	D see description
SV none	SR yes (h)	Comp V, S, F DF

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. The spell removes the burden from a creature who committed the evil act unwittingly or under some form of compulsion. A suitable focus worth at least 500 gp and ceremonial components totaling 100gp in cost are needed to cast the spell.

It may also be used to atone a creature who committed deliberate misdeeds and acts of a knowing and wilful nature. In such cases, the caster's deity becomes directly involved in the atonement. Such intercession has a debilitating effect on the caster. Upon completion of the spell, the caster loses all spell casting ability for one week and must rest for one day before resuming normal, daily activity. Many casters first assign the atoning subject a quest or similar penance before casting the atonement spell on their behalf.

Atonement may be cast for one of several purposes:

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status.

Restore Class or Abilities: A paladin who has lost paladin class features due to unwillingly or unwittingly committing an evil act may have paladinhood restored by this spell. A paladin who willingly and deliberately commits an evil act will not be restored. A cleric or druid who has lost the ability to cast spells because the caster incurred the anger of their deity may regain spell powers by seeking atonement from another cleric of the same deity, or in the case of a druid, another druid.

Redemption or Temptation: The caster may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match the caster's. The subject must be present for the entire casting process. Upon the spell's completion, the subject freely chooses whether it retains its original alignment or changes to the caster's alignment. No duress, compulsion or magical influence can

force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders (or any creature incapable of changing its alignment naturally).

AUGURY, Level 2 cleric

CT 1	R person	D see below
SV n/a	SR n/a	Comp V, S, F, DF

By using a suitable focus worth at least 25gp an *augury* can tell the caster whether a particular action will bring good or bad results for the caster in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level; the Castle Keeper makes the roll secretly. The Castle Keeper may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, the caster gets one of four results: (1) Weal (if the action will probably bring good results), (2) Woe (for bad results), (3) Weal and woe (for both), or (4) Nothing (for actions that don't have especially good or bad results). If the spell fails, the caster gets the nothing result. A cleric who gets the nothing result has no way to tell whether it resulted from a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All *auguries* cast by the same person upon the same topic use the same dice result as the first augury.

AWAKEN, Level 5 druid

CT 1 day	R touch	D permanent
SV wisdom negates	SR yes	Comp V, S, DF

The caster awakens a tree or animal to humanlike sentience. To succeed, the caster must make a wisdom save, with the target's hit dice constituting the challenge level. The awakened animal or tree is friendly toward the caster. The caster has no special empathy or connection with the awakened creature, although it serves the caster in specific tasks or endeavors if the caster can communicate their desires to it. An awakened tree has characteristics of an animated object. Awakened trees gain the ability to move their limbs, roots, vines, creepers, etc., and have senses similar to a human's. An awakened animal gets 3d6 intelligence, a +1 charisma bonus, and +2 hit dice. An awakened tree or animal can speak one language that the caster knows.

AWE, Level 7 illusionist

CT 2	R Sight	D see below
SV see below	SR yes	Comp V, S

The spell generates a glow of awe around the caster. Those who see the caster and wish him harm, suffer nausea, pain, and a temporary loss of 1 in each of their attribute scores. Also, those wishing the caster harm lose all prime attribute status in any checks or saving throws involving or against the illusionist. The loss lasts as long as the victims wish the caster harm or, if they make their intelligence saving throw, the spell last 3 rounds.

B

BANISHMENT, Level 6 cleric

CT 1	R 50 ft.	D permanent
SV charisma negates	SR yes	Comp V, S, F

Banishment enables the caster to force extraplanar creatures within a 25 x 25 foot area, back to their home plane. Up to 2 hit dice of creatures per caster level can be banished. To target a creature, the character must present at least one object or substance that it hates, fears or otherwise opposes. For each such object or substance, the creature suffers a -2 penalty on its saving throw, and the caster gains +1 bonus on the check to overcome the target's SR (if any).

BARKSKIN, Level 2 druid

CT 1	R self	D 10 min./lvl.
SV none	SR yes (h)	Comp V, S, M , DF

There are two versions of this spell. The caster chooses one when the spell is cast.

Barkskin armor: This version grants a +3 bonus to AC due to the toughening of the caster's skin. This bonus increases to +4 at 6th level and to +5 at 12th level and higher.

Tree Shape: This version causes the caster to assume the form of a small, living tree or shrub; or a large, dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub, although a *detect magic* spell reveals a faint magic upon the tree. While in tree form, the caster can observe all that transpires nearby just as if the caster were in the caster's normal form, and the caster's hit points and saves remain unaffected. The caster gains a +10 bonus to AC but loses any dexterity bonus to armor class (effective dexterity score of one). All clothing and gear carried or worn changes with the character. The caster can dismiss the tree shape at any time.

The material component for this spell is a piece of bark.

BIND ELEMENTAL, Level 5 wizard

CT 10 min.	R 50 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, M

Upon casting this spell, the wizard forcibly transports a powerful elemental from one of the elemental planes to the plane in which the caster is located. The type of elemental summoned must be designated by the caster before the spell is begun. As the elemental will be a large specimen of 12 HD, fire and water elementals will require a large source of either element in order to be able to take shape. Earth and air are typically present in abundance. The caster can use any time which can reasonably be associated with the element being summoned.

The elemental does not come willingly, nor will it do the caster's bidding without a struggle. The caster must maintain concentration upon the elemental to force it to serve. If the

caster moves, speaks, takes damage, or performs any other action other than concentrating on forcing the elemental to do his or her bidding, the elemental attacks the caster immediately, and will not stop until destroyed. Control over the elemental cannot be regained. It will ignore any and all opponents save for the wizard who summoned it. The caster may release the elemental at any time.

The material component for this spell is a vial of the element.

BINDING, Level 8 wizard, 9 illusionist

CT 1 min.	R 50 ft.	D see below
SV charisma negates	SR yes	Comp V, S, M

A *binding* spell creates a magical restraint, o convinces the recipient that such a restraint exists, to hold a creature. The target only gets an initial saving throw if its HD is equal to at least half the caster's level. The caster may employ up to six assistants with the spell. For each assistant who casts *suggestion*, the caster's effective caster level increases by +1. For each assistant who casts a charm or other appropriate spell, the caster's effective level increases by +2 (provided the target is appropriate for the spell). All the assistants must join in chanting the spell as detailed below.

The *binding* spell has six versions. The caster chooses one when the spell is cast. Regardless of the version cast, the caster can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the caster desires (subject to the Castle Keeper agreeing that the condition is reasonable and has a likelihood of coming to pass). The conditions can be based on a creature's name, identity or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD or HPs do not qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition results in a saving throw penalty of -2, if the subject gets a saving throw.

A creature may only be subject to one *binding* spell at a time. Additional binding spells cast on a subject already bound have no effect.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject except the caster. Duration is one year per caster level. The subject is confined to the spot it occupied when it became subject to the spell's effect.

Slumber: Imposes a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. Saves are made at +1.

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per caster level. Saves are made at +3, if the subject gets a saving throw.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The spell is permanent. Saves are made at +4, if the subject gets a saving throw.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent. The creature remains aware of its surroundings and can speak, but cannot leave the container, attack or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat or drink while metamorphosed, nor does it age. Saves are made at +5, if the subject gets a saving throw.

Minimus Containment: The subject is shrunk to a height of one inch or less and held within some gem or similar object or jar. The binding is permanent. The subject does not need to breathe, eat or drink while contained, nor does it age. Saves are made at +4, if the subject gets a saving throw.

The material component for this spell is iron dust.

BLADE BARRIER, Level 6 cleric

CT 1	R 150 ft.	D 3 rd./lvl.
SV dexterity negates	SR yes	Comp V, S

This spell creates a wall of whirling blades. The wall is immobile, standing 30 feet tall, 60 feet long and 5 feet thick. Any creature passing through the blade barrier takes 12d6 points of damage. Creatures within the blade barrier when it is invoked take the damage as well, but they can avoid the damage with a successful dexterity check, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage.

BLESS*, Level 1 cleric

CT 1	R 50 ft.	D 1 min./lvl.
SV none	SR yes (h)	Comp V, S, DF

The caster's allies gain +1 to hit, and a + 1 on saving throws against fear. The reverse spell, *bane*, causes the caster's enemies a -1 to hit and saving throws against fear.

BLESS WATER*, Level 1 cleric

CT 1 min.	R touch	D permanent
SV n/a	SR yes (object)	Comp V, S, DF

This spell turns a flask (one pint) of water into holy water or unholy water. Holy water and unholy water have special effects on certain creatures, such as undead and outsiders. The reverse is called *curse water*.

BLINK, Level 3 wizard, 3 illusionist

CT 1	R n/a	D 1 rd./lvl.
SV n/a	SR n/a	Comp V, S

This spell rapidly cycles the caster in and out of existence (into the ethereal plane). Blinking has several effects. Attacks against the caster are made at -10. If the attacker, however, is capable of striking ethereal or incorporeal creatures, or is able to see invisible creatures, then attacks are made at only -2. If the attacker can both see and strike ethereal creatures, the attacker suffers no penalty. Individually targeted spells have a 50% chance to fail against the character while blinking unless the

attacker can target invisible or ethereal creatures. Area attacks, such as dragon's breath or fireball, cause full damage.

The caster's own attacks are made at -2. Likewise, the caster's own spells have a 50% chance to activate just as the character goes ethereal, in which case they take effect on the ethereal plane. Since the character spends about half the character's time on the ethereal plane, the character can see and even attack ethereal creatures. The character interacts with ethereal creatures roughly the same way the character interacts with material ones.

While blinking, the character can step through, but not see through, solid objects no more than 5 feet thick. If the caster attempts to walk through material thicker than 5 feet, they blink into the solid object, the spell ends, and they are shunted off to the nearest open space, suffering 1d6 points of damage per 5 feet traveled through solid matter.

BLUR, Level 2 illusionist

CT 1	R touch (one)	D 1 min./lvl.
SV wisdom negates (h)	SR yes	Comp V

The subject's outline appears distorted, granting a +2 bonus to armor class. A *see invisibility* spell does not counteract the blur effect, but a *true seeing* spell does. Opponents who cannot see the subject ignore the spell's effect.

BURNING HANDS, Level 1 wizard

CT 1	R 5 ft.	D instant
SV none	SR yes	Comp V, S

A thin sheet of flame shoots from the caster's outspread fingertips, striking any creature in the spell's semicircular area of effect (5 feet. long and 10 feet. wide). Creatures in the area of the flames take damage at 1d2+1 HP per level of the caster. Flammable materials such as cloth, paper, parchment and thin wood ignite and burn if the flames touch them.

C

CALL LIGHTNING, Level 3 druid

CT 10 min. + 1 rd per bolt	R 450 ft.	D 10 min./lvl.
SV dexterity half	SR yes	Comp V, S

If the caster is outdoors, in a stormy area, this spell allows him to call bolts of lightning from the sky. The caster can call down one bolt every 10 minutes, for the duration of the spell. The character need not call a bolt of lightning immediately. Other actions, even spellcasting, can be performed during the spell's duration. Calling a bolt, however, takes the caster's action for that round. A bolt causes 1d10 hit points of damage per caster level. It strikes in a vertical stroke at whatever target point the character chooses, within the spell's range. The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10 foot radius of the path or the point where the lightning strikes is affected.

CALM ANIMALS, Level 1 druid

CT 1	R 50 ft.	D 1 min./lvl.
SV charisma negates	SR yes	Comp V, S

This spell renders animals, beasts and magical beasts in a 25 foot x 25 foot area, docile and harmless. The creatures must have low intelligence to be affected, and all targets must be of the same species and within the area of effect. The caster can affect a number of HD of targets equal to 2d4 plus caster level. Normal animals receive no saving throw, while trained animals, dire animals, beasts and magical beasts do. Affected creatures remain where they are, and do not attack or flee. They are not helpless, however, and will defend themselves. Any threat breaks the spell.

CHAIN LIGHTNING, Level 6 wizard

CT 1	R 450 ft.	D instant
SV dexterity save half	SR yes	Comp V, S

Bolts of lightning spring from the caster's fingertips, striking a target and then arcing to other targets within 50 feet of the prime target. The bolt deals 1d6 points of damage per caster level on the primary target. After the bolt strikes, the lightning can arc to as many secondary targets as the caster has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt dexterity saving throws for half damage. The character chooses the secondary targets, but they must all be within 50 feet of the primary target, and no target can be struck more than once. The character can choose to affect fewer secondary targets than the maximum.

CHANGE SELF, Level 1 wizard, 1 illusionist

CT 1	R touch	D 10 min./lvl.
SV Intelligence negates	SR no	Comp V, S

The spell changes the caster's appearance, including clothing, armor, weapons and equipment. The caster can seem one foot shorter or taller, thin, fat or in between. The character cannot change the character's race. Otherwise, the extent of the apparent change is up to the caster. The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or any equipment. Creatures get an intelligence save to recognize the glamour as an illusion if they interact with it.

CHANGESTAFF, Level 7 druid

CT 1 min.	R touch	D 1 hr./lvl.
SV none	SR no	Comp V, S, F

The caster changes a specially prepared staff into a treant-like creature, about 24 feet tall. The staff must be prepared over 28 days, during which time the caster cannot adventure or engage in other strenuous activity. The creature looks and fights just like a treant, and it defends the caster and obeys any spoken commands. It is not a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 hit points or less, it crumbles to powder and the staff is destroyed. Otherwise, the staff can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have suffered the last time it appeared.

CHARM MONSTER, Level 4 wizard, 4 illusionist

CT 1	R 50 ft.	D 1 day/lvl.
SV charisma negates	SR yes	Comp V, S

This charm makes a monster regard the caster as a trusted friend and ally. If the monster is being threatened or attacked by the caster or the caster's allies, however, the monster receives a +5 bonus to its saving throw. The spell does not enable the caster to control the charmed creature as if it were an automaton, but it perceives the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but the caster must succeed at a charisma check to convince it to do anything it wouldn't ordinarily do. Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands.

CHARM PERSON, Level 1 wizard, 1 illusionist

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, S

This charm makes a medium-size or smaller humanoid regard the caster as a trusted friend and ally. If the target is being threatened or attacked by the caster or the caster's allies, however, it receives a +5 bonus to its saving throw. The spell does not enable the character to control the charmed creature as if it were an automaton, but the subject does perceive the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but the caster must succeed at a charisma check to convince it to do anything it wouldn't ordinarily do.

Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate or give commands.

CHARM PERSON OR ANIMAL, Level 2 druid

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, S

This spell is exactly like *charm person*, but it can also affect animals, beasts and magical beasts.

CLAIRAUDIENCE/CLAIRVOYANCE, Level 3 wizard

CT 1	R see below	D 1 min./lvl.
SV none	SR no	Comp V, S, F/ DF

Clairaudience or *clairvoyance* enables the character to concentrate upon some locale and hear or see (the character's choice) almost as if the character were there. Distance is not a factor, but the locale must be a place familiar to the character. The spell does not allow magically enhanced senses to work through it. If the chosen locale is magically dark, the character sees nothing. If it is naturally pitch black, the character can see in a 10 foot radius around the center of the spell's effect. Lead sheeting or magical protection blocks the spell, and the caster senses that the spell is so blocked. The spell can be dispelled, and it functions only on the plane of existence the character is occupying.

CLOAK OF DARK CHAOS, Level 6 illusionist

CT 5	R caster	D 5 rds.
SV wisdom negates	SR yes	Comp V, S

A smoky cloak envelopes and moves about the body of the illusionist. Those touching the cloak with their flesh or melee weapons or equipment, and who fail an intelligence saving throw, suffer 15 points of damage per strike. The cloak in no way hinders the illusionist.

CLONE, Level 8 wizard, 9 illusionist

CT 1 hour	R touch	D permanent
SV n/a	SR n/a	Comp V, S, M

This spell creates a duplicate of a creature. To create the duplicate, the caster must spend 5000gp for research and creation and must have a piece of flesh taken from the original's living body, with a volume of at least one cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. The clone has the personality, memories, levels, attributes, and abilities that the original had at the time the piece of flesh was taken. The spell duplicates only the original's body and mind, not its equipment.

The material component for this spell is small bits of dried flesh of the creature to be cloned.

CLOUDKILL, Level 5 wizard

CT 1	R 150 ft.	D 1 min./lvl.
SV see below	SR yes	Comp V, S

A bank of yellowish-green poisonous fog billows out from the point the caster designates and affects a 20 foot high x 30 foot wide x 20 foot thick area. The fog obscures all sight, including extraordinary vision, beyond 5 feet. A creature within 5 feet has one-half concealment. Creatures farther away have total concealment. The fog's vapors kill any living creature with 3 or fewer HD (no save) and causes creatures with 4 to 6 HD to make constitution saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help unfortunately.

The cloud moves away from the caster at 10 feet per round, rolling along the surface of the ground. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in one round.

COLOR SPRAY, Level 1 illusionist

CT 1	R 25 ft.	D instant
SV see below	SR yes	Comp V, S, M

A rainbow cone springs forth from the caster's hand, causing nearby creatures to fall asleep. The spell can affect a number of creatures equal to 1d4 plus the caster's level. The cone is 5 feet wide and 25 feet long. The closest creatures in the cone are affected first.

The result of the spell depends upon the HD of the targeted creatures. Creatures of 2 HD or less are struck unconscious for 2d4 rounds; creatures of 3 to 4 HD are blinded for 1d4 rounds; and creatures of 5 HD or greater are stunned for one round. Creatures of the same level or HD as the caster, and all creatures with 5 HD or greater may make a wisdom saving throw to shake off the color spray. Sightless creatures are not affected by *color spray*.

The material components of this spell are small colored objects.

COMMAND, Level 1 cleric

CT 1	R 25 ft.	D 1 rd.
SV charisma negates	SR yes	Comp V

The caster utters a one-word directive, which the subject or subjects, up to one creature for every 2 levels, obeys to the best of their ability unless they make a charisma saving throw. The command must be clear and understood by the targeted creature. A command of "die" causes the subject to fall unconscious for the duration of the spell, whereas a command of "suicide" would fail because it is generally used as a noun, not as a command. A command of "awake" will counter magically induced unconsciousness caused by sleep and color spray.

COMMAND PLANTS, Level 8 druid

CT 1	R 150 ft.	D see below
SV see below	SR yes (see below)	Comp V, DF

The caster causes plants, fungi and plant creatures to do the character's bidding with a 50 foot diameter circle. There are three versions of the spell described below.

Animate: The spell imbues trees or other large, inanimate vegetable life with mobility. The animated plants then attack whomever or whatever the character first designates. Animated plants gain humanlike senses. The plants' armor class, attacks and special abilities vary with their size and form, as described for animated objects. The character can animate two trees, four shrubs or eight vines. All plants to be affected must be within 50 feet of each other. The character can animate different types of plants if desired. The effect lasts one hour per caster level.

Charm: Against plant and fungus creatures, command plants functions in the same manner as a mass charm spell. The character can command a number of plant creatures whose combined level or HD do not exceed three times the character's level. No two affected creatures can be more than 25 feet from each other, and each is allowed a charisma saving throw. The effect lasts 1 day per caster level.

Enhanced Entangle: This version acts as an enhanced entangle spell, allowing all plants within the area of effect to entwine about any creatures within, or moving through the area, holding them fast. A successful dexterity save means that the creature manages to avoided becoming entangled for that particular round. An entangled creature suffers a -2 penalty to attack, a -4 penalty to effective dexterity, and also cannot move, making the casting of a spells with a somatic component impossible. Breaking free requires a successful strength check. Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement. Spell resistance does not keep creatures from being entangled. Plants can also free creatures trapped by an *entangle* spell. The effect lasts one hour per caster level.

COMMUNE, Level 5 cleric

CT 10 min.	R see below	D special
SV n/a	SR n/a	Comp V, S, M, DF

The caster can attempt to contact the character's deity or agents and ask questions that can be answered by a simple yes or no answer. A cleric with no particular deity contacts a philosophically allied deity. This spell should be used sparingly, as disfavor could be gained with frequent use. The caster needs incense, holy symbol or other religious items.

The caster is allowed one question per caster level. The answers given are correct within the limits of the deity's knowledge. Any question that cannot be answered with yes or no will result in no answer and will count against the caster's maximum number of questions. If a caster doesn't focus on the conversation, such as discussing answers with others, the deity becomes angry or irritated, and ends the spell.

COMMUNE WITH NATURE, Level 5 druid

CT 10 min.	R see below	D Permanent
SV n/a	SR n/a	Comp V, S, DF

Through supernatural contact with nature and the elements, the caster gains knowledge of the surrounding area or territory. The caster gains knowledge of up to three facts from the

following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, powerful unnatural creatures or the general state of the natural setting. The spell has a range of one mile per level outdoors, and 100 feet per level underground. The spell does not function where nature has been replaced totally by construction or settlement.

COMPREHEND LANGUAGES, Level 1 wizard

CT 1	R n/a	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S

The character can understand the spoken words of creatures or read otherwise incomprehensible written messages. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Note also that the spell enables the character to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical. The spell does not decipher codes or reveal messages concealed in otherwise normal text.

CONE OF COLD, Level 5 wizard

CT 1	R see below	D 1 rd.
SV dexterity half	SR yes	Comp V, S, M

A cone of extreme cold shoots from the caster's hand affecting an area 5 feet wide x 50 feet long, or from a focus, causing 1d6 points of damage per caster level.

The material component for this spell is water.

CONFUSION, Level 4 wizard, 4 illusionist

CT 1	R 150 ft.	D 1 rd./lvl.
SV wisdom negates	SR yes	Comp V, S

This spell causes creatures in an area 50 feet x 50 feet to behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-3	Attempt mundane task, like cooking, for 1 round
4-6	Do nothing for 1 round
7-8	Try to locate lost items for 1 round
9	Attack nearest creature for 1 round
10	Act normally for 1 round

Wandering creatures leave the scene as if disinterested. Any confused creature who is attacked automatically attacks its attackers on its next turn.

CONSECRATE*, Level 2 cleric

CT 3	R 50 ft.	D 2 hrs./lvl.
SV n/a	SR n/a	Comp V, S, M, DF

This spell blesses an area 50 feet x 50 feet with positive energy. All attempts to turn undead made within the area gain a +3 bonus. Undead entering this area suffer minor disruption, giving them a -1 penalty on attack, damage and saving throws. Undead cannot be created or summoned into a consecrated area. If the consecrated area contains a permanent fixture dedicated to the character's deity, pantheon or aligned higher power, the modifiers listed above are doubled. *Consecrate* counters and dispels *desecrate*, but not within a permanent fixture of the opposing spell caster's deity. The cast needs religious materials worth 25gp to cast the spell.

Desecrate is the reverse of this spell. It imbues an area with negative energy, and all attempts to turn undead within it suffer a -3 penalty. Undead entering this area gain +1 to attack, damage and saving throws. Undead created within or summoned into a desecrated area gain +1 hit points per HD. If the desecrated area contains an altar, shrine or other permanent fixture dedicated to the caster's deity, pantheon or aligned higher power, the effects are doubled. *Desecrate* counters and dispels *consecrate*, but not within a permanent fixture of the opposing spell-caster's deity.

CONTACT OTHER PLANE, Level 5 wizard

CT 10 min.	R see below	D 1 rd./2 lvls.
SV n/a	SR n/a	Comp V

The caster projects his mind to another plane of existence in hopes of receiving advice and information from powers that reside there. The powers reply in a language the character understands, or by telepathy, but they often resent such contact and as a result give brief answers. The Castle Keeper will answers questions with yes, no, maybe, never, unclear, irrelevant or some other one-word answer.

The character must concentrate to maintain the spell, and may ask one question per round. The question is answered during the same round. A caster may ask one question for every two caster levels. Upon first making contact, the caster must make an intelligence saving throw. Failure results in the spell ending immediately, and the caster suffering an attribute loss and possible insanity as indicated on the table below.

The caster can contact an elemental plane or some plane further removed. Contact with a mind far removed from the caster's home plane increases the likelihood of a successful answer, but likewise increases the probability that the caster will suffer adverse effects. On rare occasions, this form of divination may be blocked by an act of certain deities or forces. The following table shows the possible consequences and results of the attempt.

Failed Saving Throw: If the caster fails an intelligence save against the indicated CL, the caster's intelligence and charisma scores are decreased as indicated on the table below for one week's duration. Lowering of intelligence can result in the loss of bonus spells, and if reduced to 8 or less, the loss of daily spells entirely. Additionally, the caster may go insane when contacting a plane other than an elemental plane. A saving throw failed by 5 or more results in insanity in the caster. A saving throw roll of natural 1 always results in insanity. Insanity lasts as follows:

Astral:1 week *Demigod: 1d4 weeks*
Lesser Deity: 2d4 weeks *Greater Deity: 3d4 weeks*

Results of a Successful Contact: The Castle Keeper rolls D% to generate the result shown on the table:

True Answer: The character gets a true, one-word answer. Questions not capable of being answered in this way are answered as unclear.
Don't Know: The entity tells the character that it doesn't know.
Lie: The entity intentionally lies to the character.
Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

CONTACT OTHER PLANE

Plane Contacted	Saving Throw Challenge Level	Loss of Int	Loss of Cha	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	3	1		01-35	36-65	66-85	86-100
Astral Plane	5	2	1	01-40	41-65	66-85	86-100
Outer Plane, demigod	7	4	2	01-55	56-75	76-90	91-100
Outer Plane, lesser deity	9	6	3	01-70	71-85	86-95	96-100
Outer Plane, greater deity	12	8	4	01-90	91-92	93-100	

CONTINUAL FLAME, Level 2 wizard, 3 illusionist, 3 cleric

CT 1	R 5 ft.	D permanent
SV none	SR yes	Comp V, S

A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden, but not smothered or quenched.

CONTROL PLANTS, Level 4 druid

CT 1	R 50 ft.	D 1 min./lvl.
SV charisma negates (see below)	SR yes	Comp V, S

This spell allows the caster to control and to converse, in very rudimentary terms, with all sorts of plants and plantlike creatures (including fungi, molds and plantlike monsters) in a 25 foot x 25 foot area. The caster automatically exercises limited control over normal plants, but plantlike creatures can negate the control effect with a charisma save. The spell does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems and leaves. The plants can duplicate the effect of an *entangle* spell, or free creatures trapped by that spell.

CONTROL WATER, Level 4 cleric

CT 1	R 450 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, M/DF

The spell allows the caster to either raise or lower water.

Lower Water: This use of the spell causes water (or any similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The water is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, a powerful caster can create a whirlpool that sweeps ships downward, putting them at risk of damage and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

Raise Water: This use of the spell causes water (or any similar liquid) to rise in height. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell is adjacent to land, the water can spill over onto dry land.

The material component for this spell is a vial of warm air.

CONTROL WEATHER, Level 7 cleric, 7 druid, 6 wizard

CT 10 min. (see below)	R 2 miles	D 4d12 hrs.
SV n/a	SR n/a	Comp V, S, M/DF

The caster changes the weather in the local area, 2 miles x 2 miles centered on caster. The caster can only call forth weather appropriate to the climate and season of the area, but can almost always change the direction of the wind and control its intensity from calm to strong. The character cannot control the specific applications of the weather. When the character selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as the caster left it for the duration, or until the character designates a new kind of weather. Each change in weather by the caster takes 10 minutes to manafest. Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. Druids casting this spell double the duration and range.

Season	Possible weather
Spring	Tornado, thunderstorm or sleet
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

The material component for this spell is a storm giant hair.

CONTROL WINDS, Level 5 druid

CT 1	R 50 ft.	D 10 min./lvl.
SV none	SR none	Comp V, S

The caster alters wind force in a 100 foot diameter sphere/level, centered on the caster. The caster can make the wind blow in a certain direction or manner, and increase or decrease its strength. The new wind direction and strength persist until the spell ends or the caster chooses to alter the spell, which requires concentration. The caster may create an "eye" of calm air up to 50 feet in diameter at the center of the area if the character so desires, and the character may choose to limit the effect to any area less than the spell's full area of effect.

Wind Direction: The caster may choose one of four basic wind patterns to function over the spell's area: a downdraft blows from the center outward in equal strength in all directions; an updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center; a rotation causes the winds to circle the center in clockwise or counterclockwise fashion; a blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: For every three caster levels, the character can increase or decrease wind force by one level of strength. Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees and cause most ships to founder. A tornado (175+ mph) destroys all non fortified buildings and often uproots large trees.

CREATE FOOD AND WATER*, Level 3 cleric

CT 10 min	R 50 ft.	D permanent
SV n/a	SR n/a	Comp V, S, DF

This spell creates simple food of the caster's choice and a volume of drinking water. The food decays as normal food, but the water does not go bad. The caster can create enough food and water to sustain three humans or one horse for 1 day per caster level. The reverse of this spell, *spoil food and water*, makes the same amount of food or water inedible.

CREATE GREATER UNDEAD, Level 8 cleric

CT 1 hour	R 50 ft. (one)	D permanent
SV n/a	SR n/a	Comp DF, V, S, M

This evil spell allows the caster to create one specimen of the following undead if the cleric is of the appropriate level: mummy (13), spectre (15), vampire (17), or ghost (19). The cleric may create a less powerful undead if desired. For example, a 17th level cleric could, instead of creating a vampire, also create a spectre or mummy. Created undead are not automatically under the control of their animator. The caster may gain command of the undead as it forms by making a successful turning check. This spell must be cast at night and the caster must spend 100gp per corpse.

The material component for this spell is a corpse.

CREATE UNDEAD, Level 6 cleric

CT 1 hour	R 50 ft. (one)	D permanent
SV n/a	SR n/a	Comp DF, V, S, M

This evil spell allows the caster to create one specimen of the following undead if the cleric is of the appropriate level: ghoul (11), shadow (12), ghast (13), wight (14), or wraith (18). The cleric may create a less powerful undead if desired. For example, a 14th level cleric could, instead of creating a wight, also create a ghast, shadow, or ghoul. Created undead are not automatically under the control of their animator. The caster may gain command of the undead as it forms by making a successful turning check. This spell must be cast at night.

The material component for this spell is a corpse.

CREATE WATER, Level 0 cleric, 0 druid

CT 1	R 50 ft.	D permanent
SV n/a	SR n/a	Comp V, S

This spell generates wholesome, drinkable water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles). The caster can create 2 gallons of water per caster level (enough to fill 4 waterskins).

Water weighs about 8 pounds per gallon, and one cubic foot of water contains roughly 8 gallons and weighs about 65 pounds.

CREEPING DOOM, Level 7 druid

CT 1	R 150 ft.	D 1 min./lvl.
SV none	SR no	Comp V, S

The caster calls forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles and centipedes. The carpetlike mass swarms in a square 25 feet on a side. Upon the caster's command, the swarm creeps forth at 10 feet per round toward any prey within 150 feet. Each vermin in the creeping doom effect automatically bites a creature for 1 point of damage and then dies. Each creature overrun by the swarm takes enough hit points of damage to kill it, destroying that number of vermin in the process. If there aren't enough vermin to kill all the creatures in the spell's effect, damage is distributed among the survivors equally. If the creeping doom travels more than 100 feet away from the character, it loses 50 of its number for each additional 10 feet it travels. Anything that would deter or destroy normal insects is effective against these insects.

CURE LIGHT WOUNDS*, Level 1 cleric, 2 druid, 2 illusionist

CT 1	R touch	D permanent
SV see below	SR yes (h)	Comp V, S, DF

When the caster lays hands upon a living creature, the target is healed for 1d8 hit points of damage. No saving throw is needed when the spell is cast by a cleric or druid. A cleric or druid may cast this spell against undead creatures and cause 1d8 hit points damage.

The illusionist version of the spell acts in the same manner with one important exception. The spell recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion. An illusionist cannot cause damage to undead.

The reverse of the spell causes 1d8 hit points damage to living creatures. In those situations, a successful wisdom save indicates half damage if cast by a cleric or druid, or no damage if cast by an illusionist.

CURE CRITICAL WOUNDS*, Level 5 cleric, 5 druid, 6 illusionist

CT 1	R touch	D permanent
SV see below	SR yes (h)	Comp DF, V, S

When the caster lays hands upon a living creature, the target is cured of 5d8 hit points of damage. No saving throw is needed when the spell is cast by a cleric or druid. A cleric or druid may cast this spell against undead creatures and cause 5d8 hit points damage.

The illusionist version of the spell acts in the same manner with one important exception. The recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion. An illusionist cannot cause damage to undead.

The reverse of the spell causes 5d8 hit points damage to living creatures. In those situations, a successful wisdom save indicates half damage if cast by a cleric or druid, or no damage if cast by an illusionist.

CURE SERIOUS WOUNDS*, Level 3 cleric, 4 druid, 4 illusionist

CT 1	R touch	D permanent
SV see below	SR yes (h)	Comp DF, V, S

When the caster lays hands upon a living creature, the target is cured for 3d8 hit points damage. No saving throw is needed when the spell is cast by a cleric or druid. A cleric or druid may cast this spell against undead creatures and cause 3d8 hit points damage.

The illusionist version of the spell acts in the same manner with one important exception. The spell recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion. An illusionist cannot cause damage to undead.

The reverse of the spell causes 3d8 hit points damage to living creatures. In those situations, a successful wisdom save indicates half damage if cast by a cleric or druid, or no damage if cast by an illusionist.

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DANCING LIGHTS , Level 0 wizard, 0 illusionist

CT 1	R 150 ft.	D 1 min.
SV see text	SR no	Comp V, S

Depending on the version selected during casting, the caster creates up to four lights that resemble lanterns or torches (and provide the same amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within 20 feet of each other, but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet per round. A light winks out if its distance from the caster exceeds the spell's range. A creature that interacts with a dancing light gets a wisdom saving throw to recognize it is an illusion.

DARK CHAOS, Level 2 illusionist

CT 1	R 10 ft.	D 2 rds.
SV intelligence negates	SR yes	Comp V, S

A dark pair of smoky tendrils comes from the hands of the illusionist who can use them like whips. They hit automatically and do 6 points of damage to their victims unless an intelligence save is made. The tendrils last 2 rounds and the victims get a separate saving throw for each attack by a tendril.

DARKNESS*, Level 2 cleric, 2 wizard, 1 illusionist

CT 1	R 50 ft.	D 10 min./lvl.
SV none	SR none	Comp V, M/DF

This spell causes an object or surface to radiate darkness out to a 20-foot radius. Not even creatures that can normally see in the dark can see in an area shrouded in magical darkness. Normal lights do not work, nor do light spells of a lower spell level.

The reverse of this spell is called *daylight*. *Daylight* causes an object or surface to shed light as bright as full daylight in a 60 foot radius. Creatures that suffer penalties in bright light suffer them while exposed to this magical light. *Darkness* and *daylight* cancel each other out, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells are not affected by *darkness*, and the reverse is true for *daylight*. If either spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

The material component for this spell, for a wizard and illusionist, is the dust of a mirror.

DAZE, Level 1 illusionist

CT 1	R 25 feet	D 1 rd.
SV intelligence neg	SR yes	Comp V, S, M

This enchantment clouds the mind of a humanoid creature with 4 or fewer hit dice so that it takes no actions. Humanoids of 5 or more hit dice are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. A pinch of wool is needed to cast this spell.

The material component for this spell is bit of wool.

DEATH WARD, Level 5 cleric, 5 druid

CT 1	R touch	D 10 min./lvl.
SV none	SR yes (h)	Comp V, S, DF

The caster imbues one subject with immunity to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification or other effects even if they might be lethal.

DELAY POISON, Level 2 cleric, 2 druid

CT 1	R touch	D 1 hr./lvl.
SV constitution negates (h)	SR yes (h)	Comp V, S, DF

The caster imbues one subject with immunity to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. Delay poison does not cure any damage that poison may have already done.

DELAYED BLAST FIREBALL, Level 7 wizard

CT 1	R 450 ft.	D up to 5 rnds
SV dexterity half	SR yes	Comp V, S, M

This spell is an enhanced version of *fireball*, except the caster can choose to delay the detonation. With a gesture, the caster sends a small ball of fire hurtling through the air to detonate with a low roar at the height and distance the caster desires as long as it is within the spell's maximum range. The explosion fills the area of effect, a 40 foot diameter sphere, with intense fire and heat, causing 1d6 +1 per level fire damage to all creatures and objects within the area. It ignites combustibles and damages objects, and melts anything with a low melting point such as bronze, copper, silver, lead or gold. The explosion creates almost no pressure. A small lump of coal is required to cast the spell.

The fireball can detonate immediately in the same round that the spell is cast, or the caster can choose to delay the explosion for up to 5 rounds. The caster chooses the amount of delay upon completing the spell, and the delay cannot be changed once it has been set.

Unlike the *fireball* spell, impact against a solid barrier does not cause early detonation. If the caster chooses a delayed blast, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the fireball like a rock. If the caster attempts to send the ball through a narrow passage, such as an arrow slit, the character must hit with a ranged attack roll, or else the bead strikes the barrier and falls to a resting point until detonation.

The material component for this spell is coal.

DETECT ALIGNMENT*, Level 0 cleric

CT 1	R 150 ft. x 10 ft.	D 10 min./lvl.
SV none	SR none	Comp V, S, DF

By means of this spell, the caster can sense the presence of one specific alignment aspect (chaos, evil, good or law) in the direction the caster is facing, along a path 150 feet long and 10 feet wide. The caster must spend one round concentrating along the path to detect the alignment aspect, although the caster may both cast the spell and begin detecting in the same round as the spell is cast. Chaos radiates a wave-like aura, whereas law's aura is constant. Good's aura creates pleasurable emotion, whereas evil's aura creates brief irritation and anger in the caster. The strength of each aspect's aura will be revealed as faint, strong, or overwhelming if it is supernatural. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or gold or 3 feet of wood or dirt blocks it.

DETECT ILLUSION, Level 0 illusionist

CT 1	R touch	D 1 min./lvl.
SV none	SR none	Comp V, S

By means of this spell, the caster can detect the presence of illusions in the direction the caster is facing, along a path 50 feet long and 10 feet wide. Unlike detect magic, this spell may be cast on another creature by touch.

The caster must spend one round concentrating along the path to detect any illusion, although the caster may both cast the spell and begin detecting in the same round that the spell is cast. The strength of the illusion detected will be revealed as lingering, faint, moderate, strong or overwhelming. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Illusory areas, multiple types of illusion or strong illusory emanations may confuse or conceal weaker auras, although the Castle Keeper may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal auras. The Castle Keeper may require an intelligence check to do so.

DETECT MAGIC, Level 0 cleric, 0 wizard, 2 illusionist

CT 1	R 50 ft. x 10 ft.	D 1 min./lvl.
SV none	SR none	Comp V, S

By means of this spell, the caster can detect the presence of magical auras in the direction the caster is facing, along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path to detect magic, although the caster may both cast the spell and begin detecting in the same round that the spell is cast. The strength of the magic detected will be revealed as lingering, faint, moderate, strong or overwhelming. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it. Outsiders and elementals are not inherently magical, but if they have been conjured, the conjuration spell will be detected.

Magical areas, multiple types of magic or strong local magical emanations may confuse or conceal weaker auras, although the Castle Keeper may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal weaker auras. The Castle Keeper may require a intelligence check to do so.

DETECT NEUTRALITY, Level 0 druid

CT 1	R 150 ft. x 10 ft.	D 10 min./lvl.
SV none	SR none	Comp V, S, DF

By means of this spell, the caster can sense the presence of neutrality in the direction the caster is facing along a path 150 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may cast the spell and detect in the round the spell is cast. If an additional round is spent concentrating, the spell reveals the type of neutrality, either lawful neutral, neutral good, neutral, neutral evil, or chaotic neutral. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT POISON, Level 0 druid, 0 wizard

CT 1	R 50 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S

The caster can determine whether one creature, one object or a 25 foot x 25 foot area has been poisoned or is poisonous. The character can determine the type of poison with a successful wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT SCRYING, Level 4 wizard

CT 1	R unlimited	D 1 day
SV none	SR none	Comp V, S

When using this spell, the caster immediately becomes aware of any attempt to observe the character by means of *clairaudience, clairvoyance*, or any other means of scrying, including crystal balls or other magic scrying devices. If the means of scrying is within the area of effect, 150 feet of the caster, the caster immediately gains knowledge of its location.

DETECT SECRET DOORS, Level 1 cleric

CT 1	R 60 ft.	D 1 min./lvl.
SV none	SR none	Comp V, S

The caster can use this spell to find secret doors, hidden compartments and other such hidden areas specifically constructed to escape detection. After 1 round of concentration, the presence or absence of secret doors is revealed. After 2 rounds, the number of secret doors and their location are revealed. If the location is out of sight, the spell reveals what direction the secret door is in, but not its location. In subsequent rounds, up to the limit of the spell's duration, mechanisms or triggers for specific secret doors or compartments are revealed.

This spell can penetrate barriers, but 1 foot of stone, 1 inch of metal, a thin sheet of lead or 3 feet of wood or dirt blocks the spell.

DETECT SNARES AND PITS, Level 1 druid

CT 1	R 50 ft. x 10 ft.	D 10 min./lvl.
SV none	SR none	Comp V, S

The caster can detect simple pits, deadfalls, snares of wilderness creatures, and primitive traps constructed of natural materials in the direction the caster is facing along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may cast the spell and detect in the round the spell is cast. The spell does not detect complex traps. The spell detects certain natural hazards such as quicksand (registers as a snare), a sinkhole (pit), or unsafe walls of natural rock (deadfall). It does not, however, reveal other potentially dangerous conditions.

The spell does not detect magic traps (except those that operate by pit, deadfall or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT THOUGHTS*, Level 2 wizard, 2 illusionist

CT 1	R 50 ft. x 10 ft.	D 10 min./lvl.
SV none	SR yes	Comp V, S, F, DF

The character can detect surface thoughts, and get a general impression of the level of intelligence involved. The caster detects the presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher) in the direction the caster is facing, along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may both cast the spell and begin detecting in the same round as the spell is cast. Once thoughts are detected, if the caster concentrates an additional round, the general level of intelligence will be revealed as one of the following: animal, very low, low, average, high, very high, genius, supra-genius, or deific. The spell can penetrate barriers, but 2 feet of stone or metal, 2 inches of common metal, a thick sheet of lead or 5 feet of wood or dirt blocks it. The reverse of this spell, *hide thoughts*, obscures a subject's thoughts and counters *detect thoughts*.

The material component for this spell is a copper coin.

DETECT TRAPS, Level 2 cleric

CT 1	R 50 ft. x 10 ft.	D 10 min./lvl.
SV none	SR none	Comp V, S

The caster can detect traps, mundane or magical, in the direction the caster is facing, along a path 50 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may both cast the spell and begin detecting in the same round as the spell is cast. The spell does not detect natural hazards. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DETECT UNDEAD, Level 1 cleric

CT 1	R 50 ft. x 10 ft.	D 1 min./lvl.
SV none	SR none	Comp V, S, DF

By means of this spell, the caster can detect undead in the direction the caster is facing, along a path 150 feet long and 10 feet wide. The caster must spend one round concentrating along the path, although the caster may cast the spell and detect in the round the spell is cast. The strength of the undead will be revealed as faint (1 HD or less), moderate (2-4 HD), strong (5-10 HD), or overwhelming (11+ HD). The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

DIMENSION DOOR, Level 4 wizard

CT 1	R 450 ft.	D instant
SV n/a	SR n/a	Comp V

The caster instantly transports from the caster's current location to any other spot within range. The character always arrives at exactly the spot desired whether by simply visualizing the area or by stating direction. After using this spell, the character can't take any other actions until the next round. If the character arrives in a place that is already occupied by a solid body, the

character becomes trapped in the astral plane. All that the caster wears and carries is teleported, up to 500 pounds.

DISCERN LIES*, Level 4 cleric

CT 1	R 50 ft.	D 1 rd./lvl.
SV charisma negates	SR yes	Comp V, S, DF

Each round, the caster may concentrate on one subject in range and will instantly know if the subject deliberately speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or reveal evasions. Each round, the character may concentrate on a different subject. The reverse of this spell, *hide lies*, obscures the truthfulness of a person.

DISCERN LOCATION*, Level 8 cleric

CT 10 min.	R unlimited	D instant
SV none	SR none	Comp V, S, DF

With this spell, the caster learns the exact location of a person or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the exact name and location (community, county, country, continent and plane) where the subject is to be found. To find a creature with the spell, the character must have seen the creature or have some item that once belonged to it. To find an object, the character must have seen or touched the object at least once. The reverse of this spell, *hide location*, obscures the location of a person or object from detection by spell, crystal ball, or other means of scrying.

DISINTEGRATE, Level 6 wizard

CT 1	R 150 ft.	D instant
SV charisma partial	SR yes	Comp V, S, M.

A thin green ray springs from the caster's pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The ray affects one creature or up to a 10-foot cube of non living matter (thus, the spell disintegrates only part of any very large object or structure). The ray affects even magical matter, or energy of a magical nature, but not a *globe of invulnerability* or an anti-magic field. A creature or object that makes a successful charisma save is only partially affected, taking 5d6 points of damage instead of disintegrating. Only one creature or object can be affected, and the ray is not blocked by normal barriers.

The material component for this spell is a cockatrice feather.

DISJUNCTION, Level 9 wizard

CT 1	R 50 ft.	D see below
SV charisma negates (objects)	SR none	Comp V

This powerful spell rips asunder all magical effects within the spell's 25 foot x foot area of effect. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and permanent magic items must make successful constitution saves or be turned into normal items. Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. If an artifact is destroyed by the spell, the caster must succeed at a charisma save or permanently lose all spell-casting abilities. The abilities cannot be recovered by mortal magic, nor even by a *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in, or connection with, the device. When casting the spell at an anti-magic field, the caster has a 1% chance per caster level of destroying it. If the anti-magic field survives the disjunction, the items within it are unaffected by the spell.

DISMISSAL, Level 4 cleric

CT 1	R 50 ft.	D instant
SV charisma negates	SR yes	Comp V, S, F, DF

This spell forces an extraplanar creature back to its proper plane if the creature fails a charisma saving throw. If the spell is successful, the creature is instantly whisked away. The material component is any item distasteful to the subject.

DISPEL ALIGNMENT, Level 5 cleric

CT 1	R touch	D 1 rd./lvl.
Sv none	SR none	Comp V, S, DF

Colored energy surrounds the caster, shielding them against creatures of one chosen alignment aspect either chaos (blue), evil (white), good (black), or law (red). The caster gains a +4 bonus to armor class against attacks by creatures of the selected aspect, and with a touch the caster can automatically dispel any one spell cast by them (except those spells that cannot be dispelled by *dispel magic*). Additionally, the caster may force a summoned, enchanted or extraplanar creature back to its proper plane with a successful touch attack. The creature gets no saving throw, but use of this effect immediately ends the spell.

DISPEL ILLUSION, Level 3 illusionist

CT 1	R 150 ft.	D see below
SV none	SR yes	Comp V, S

This spell ends ongoing illusions within an area 30 feet x 30 feet x 30 feet, or counters another spellcaster's illusion. The caster must make a successful intelligence check against each illusion in the area of effect to succeed. Some illusions, as detailed in their descriptions, can't be defeated by *dispel illusion*. All illusions in the area of effect are affected. The caster automatically succeeds at the dispel check against any illusionist spell that the character cast, as long as the character is of the same or higher level as when the spell was cast.

DISPEL MAGIC, Level 3 cleric, 3 illusionist, 3 wizard, 4 druid

CT 1	R 150 ft.	D see below
SV none	SR yes	Comp V, S

This spell ends ongoing spells and spell-like effects that have been cast on a creature or object, temporarily suppresses the magical abilities of a magic item or counters another spellcaster's spell within an area 30 feet x 30 feet x 30 feet. The caster must make a successful intelligence check against each spell, effect, object or creature in the area of effect to succeed. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. The effects of spells with instantaneous duration can't be dispelled, because

the magic effect is already over before *dispel magic* can take effect. Dispel magic only affects 1st-5th level illusionist spells. All magic within the area of effect is affected. The functioning of magic items is suppressed for 1d4 rounds, but artifacts are unaffected. Inter-dimensional portals close for a number of rounds equal to the caster's level. A creature or object whose presence is maintained by an ongoing spell, such as a summoned monster, is sent back to whence it came, because the spell that conjured it ends. If an ongoing spell's area overlaps that of the dispel, the effect is ended only within the area of the *dispel magic*. The caster automatically succeeds at the dispel check against their own spells as long as the character is of the same or higher level as when the spell was cast.

DISPLACED IMAGE, Level 3 illusionist

CT 1	R 50 feet	D 1 rd./lvl.
SV intelligence negates	SR yes	Comp V, S

The caster looks at a being and creates an illusion of that being. The illusion then begins appearing aggressive and dangerous to all the foes in the area, trying to attract attacks. It doesn't matter if the illusion takes damage, it appears to be hit and goes right on appearing to fight. The illusion isn't able to do any damage.

DISTORT REALITY, Level 8 illusionist

CT 1	R n/a	D see below
SV see below	SR see below	Comp V

This spell is similar to *limited wish*, but reality is altered through illusion. As with *limited wish*, the caster must be careful in creating the illusion. The spell may duplicate the effects of any illusionist spell of 7th level or lower, any wizard spell of 5th level or lower or any cleric or druid spell of 4th level or lower. It may also grant other effects in line with the power of such spells, although any effects must be approved by the Castle Keeper. Duplicated spells allow saving throws and spell resistance as normal, except that all saves will always be against intelligence, not the designated attribute in the spell duplicated.

DIVINATION, Level 4 cleric

CT 10 min.	R n/a	D see below
SV n/a	SR n/a	Comp V, S, M

This spell provides the caster with a useful piece of advice in reply to a question concerning a specific goal, event or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic riddle or omen. The Castle Keeper controls what information the character receives. It should be noted that if the caster's party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level. The Castle Keeper adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the die roll fails, the character knows the spell failed, unless specific magic yielding false information is at work. Multiple divinations about the same topic by the same caster use the same die result as the first divination and yield the same answer each time.

The material component for this spell is holy water.

DOUBLED TREASURE, Level 3 illusionist

CT 2	R touch	D 1 day/lvl.
SV intelligence negates	SR yes	Comp V, S

The spell is cast on a mass of treasure and unless the victim makes a successful intelligence save, it appears to them as if there is double the amount of treasure in a hoard.

DRAGON ARMOR, Level 1 illusionist

CT 1	R touch	D 1 min./lvl.
SV intelligence negates (h)	SR yes (h)	Comp V, S

The spell places the illusion of plate armor on anyone the caster touches. They move and sound like they have plate armor, but are not encumbered by the illusion. This effect also adds +1 to the recipients AC. This bonus AC is not a cumulative effect.

DRAGON BITE, Level 2 illusionist

CT 1	R 25 ft.	D n/a
SV intelligence negates	SR yes	Comp V, S

The illusionist seems to take on the appearance of a small dragon, lunging and biting at the victim. If the victim fails their intelligence save, they suffer 2d6 hit points damage. The illusion disappears immediately after the attack.

DRAGON BREATH, Level 5 illusionist

CT 1	R 150 ft.	D instant
SV intelligence negates	SR yes	Comp V, S, M

The illusionist seems to take on the appearance of a dragon, and appears to breathe on the victim. If the victim fails their intelligence save, they suffer 5d6 hit points damage. The illusion disappears immediately after the attack.

The material component for this spell is dust of a dragon.

DRAGON IMAGE, Level 1 illusionist

CT 1	R 25 ft.	D n/a
SV intelligence negates	SR yes	Comp V, S

The illusionist seems to take on the appearance of a dragon, and appears to breathe on the victim. The illusion disappears immediately after the attack.

DRAGON MARK, Level 0 illusionist

CT 1	R touch	D see below
SV intelligence negates	SR yes	Comp V, S

The illusion is always placed on a door. If the characters come up and fail their intelligence saves, they hear, smell, and feel the ground rumble of a dragon on the other side of the door. The illusion remains until dispelled or activated.

DRAGON MOUNT, Level 3 illusion

CT 2	R touch	D 1 min./lvl.
SV intelligence negates (h)	SR yes (h)	Comp V, S, M

The illusion creates an illusory dragon that can be used as a mount for the caster and up to three other human-sized creatures. The dragon flies, walks or swims at 60 feet movement rate.

The material component for this spell is dust of a dragon.

DRAGON SCALES, Level 4 illusionist

CT 1	R see below	D 1 rd./lvl.
SV none	SR yes	Comp V, S, M

This spell causes a dragon-like image to surround the illusionist and any companions within a 15 ft. radius. The dragon shield floats and covers those within range, granting them +4 to AC until the spell ends. This spell is not cumulative.

The material component for this spell is a dragon scale.

DRAGON SHADOW, Level 5 illusionist

CT 1	R 450 ft.	D see below
SV intelligence negates	SR yes	Comp V, S, M

The illusion requires the scale, claw, fur, or some other part of any type of dragon, which acts as a focus for the casting. The illusion of a shadowy dragon's head appears floating above the illusionist. The head grants the illusionist a +2 to AC. Also, when anyone attacks the illusionist, the dragon's head bites at the attacker, as long as the attacker is within range. If the victim fails an intelligence save they suffer 3d6 damage. The head remains for 1 round per level of the caster, or until it bites.

The material component for this spell is the dust of a dragon.

DREAM, Level 5 illusionist

CT 1 min.	R unlimited	D see below
SV none	SR yes (h)	Comp V, S

The caster, or a messenger touched by the caster, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the caster must name the recipients or identify them by title and which in no way leaves any doubt as to their identities. The messenger then enters a trance, appears in the intended recipient's next dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way: the recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the recipient's dreams. Once the message is delivered, the messenger's mind returns instantly to his or her body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to remain in the trance or to awaken (ending the spell). The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. Creatures who don't sleep or dream cannot be contacted by this spell.

If the messenger is disturbed during the trance, the messenger awakens, and the spell ends. The messenger is unaware of his or her own surroundings or the activities around him or her while in the trance. The messenger is defenseless, both physically and mentally (always fails any saving throw, for example) while in the trance.

DREAMING, Level 9 illusionist

CT 1	R touch	D 1 rd/lvl
SV see below	SR Yes	Comp V, S, M

The dreaming is a powerful dweomer in which the illusionist places the victim into a comatose dream state and then enters the victim's dreams, and if the illusionist wishes, attack the victim in his dreams or seek out hidden knowledge and secrets. The illusionist must make a successful touch attack for the spell to take effect. The victim is not allowed a saving throw. If the touch attack is successful, the victim's body becomes comatose while the victim's mind wanders through the creature's dreams and nightmares. The victim does not believe they are in a dream, but instead believes they are awake and experiencing reality.

Once the illusionist has placed the victim in a comatose state, the illusionist has two options. The more powerful option requires the illusionist to keep touching the victim so as to successfully manipulate the magical dreams.

If the illusionist ceases to touch the victim, the victim will remain comatose and unable to act or interact with anyone in any way until the spell ends or until they are successfully awakened by another. The victim can only be awakened if struck with a force that causes damage. If so struck, the victim is allowed an intelligence saving throw to awaken and come out of the dreaming.

If the illusionist, however, has continued to touch the victim since the spell began, then the victim cannot be awakened. Instead, the illusionist convinces the victim that they have awakened into a dream and then they slip back into a comatose state.

While continuing to touch the victim, the illusionist also can assault the victim's mind with deadly attacks that cause damage or seek out information. The illusionist does so by casting spells into the dream. The spells are limited to those with verbal and/or somatic components only. If such a spell deals damage or death, the victim is allowed a normal saving throw to resist the spell's effect. If the spell seeks information from the victim, which typically will require both the spell and role playing the dream encounter, the victim suffers a -6 to any allowed saving throw.

The material component for this spell is the blood of a nightmare.

E

EARTHQUAKE, Level 9 druid 8 cleric

CT 10 min.	R 450 ft.	D 1 rd.
SV see text	SR no	Comp V, S, M, DF

Drawing upon elemental forces, this spell creates an intense but highly localized tremor, within a 50 foot diameter circle, that ripples the ground, knocking creatures down, collapsing structures, and opening gaping fissures. The earthquake affects standing creatures in its area in a variety of ways.

All creatures standing in the area must make a dexterity save or fall down. Even if they remain standing, they suffer a -10 penalty to any actions attempted during the spell's duration, and find it impossible to move at more than half their normal speed, if at all. All spellcasters standing in the area find it impossible to cast spells while the earthquake is in effect, and lose any spells they were in the process of casting.

Fissures rip open in the ground without warning, with a 25% chance of opening beneath each creature in the area. Such creatures must make dexterity saves to avoid falling into the fissure, taking 1d6 damage if they fail. The worse threat, however, is that all such fissures grind shut with impossible force at the end of the round, crushing any trapped creatures to death.

The earthquake also has additional effects based on the terrain it effects:

Cave or Tunnel: The roof collapses, dealing 8d6 damage to any creature caught under the cave-in (dexterity save, half).

Cliffs: The cliff crumbles, causing a landslide that travels as far horizontally as it fell vertically. An earthquake cast at the top of a 100 foot cliff would sweep 100 foot outward from the base of the cliff. Any creature in the path of the landslide suffers 8d6 damage (dexterity save, half).

River, Lake, or Marsh: Fissures open underneath the water, draining it away from the area to form a quagmire. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. All creatures in the area must make dexterity saves or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Structure: Most structures standing on open ground collapse, dealing 8d6 damage to those caught in or beneath the rubble (dexterity save, half).

The material component for this spell is a chip of stone cast by a giant.

EMOTION, Level 4 illusionist

CT 1	R 150 ft.	D concentration
SV charisma negates	SR yes	Comp V, S

This spell induces a powerful emotion in the hearts and minds of the creatures it effects, eclipsing their natural feelings. It affects a 25 foot x 25 foot area.

The caster may choose which emotion to inflict:

Despair: A lack of all hope crushes the targeted creatures' morale. They suffer a -2 penalty to all saves, attacks, attribute checks, ability checks and damage rolls. *Despair* dispels *Hate*.

Fear: Fear of the caster grips the hearts of the targeted creatures. They flee as if subject to a fear spell. *Fear* dispels *Rage*.

Hate: Fiery hate and bile rise in the targeted creatures. They react poorly to others and may become antagonistic or hostile. They gain a +2 bonus to saves, attacks, attribute checks, ability checks and damage rolls. *Hate* dispels *Despair*.

Rage: Sheer blind fury and wrath engulfs the targeted creatures, and they are compelled to fight, heedless of danger. They gain a +2 bonus to strength and constitution scores, and a +1 bonus to saves against fear, but suffer a -1 penalty to armor class. *Rage* dispels *Fear*.

ENDURE ELEMENTS, Level 0 cleric, 0 druid, 0 wizard

CT 1	R person	D 24 hrs.
SV none	SR yes	Comp V, S,DF

Protective magical energies merge with the caster's body, providing protection against natural elements. The subject can withstand extreme temperatures, such as sub-zero or extremely hot temperatures, or other natural effects harmful to a normal person. For example, this spell allows the subject to travel through a snowstorm wearing normal clothing.

ENERGY DRAIN, Level 9 cleric

CT 1	R 50 ft.	D see below
SV constitution negates	SR yes	Comp V, S, DF

One of the most hated of all spells, this spell wracks the unfortunate target, draining 2d4 levels of experience. If cast on an undead creature, it gains 2d4 x5 temporary HP for 1 hour.

ENHANCE ATTRIBUTE*, Level 2 wizard

CT 1	R touch	D 1 hr./lvl.
SV constitution negates (h)	SR yes (h)	Comp V, S, M

This spell temporarily raises one attribute score of the creature touched. The caster selects the attribute to be raised at the time of casting. It can only affect one creature. The spell's effect differs depending upon whether the attribute to be raised is a prime attribute or non-prime attribute. The spell raises prime attributes by 1d4+1 points, but only raises non-prime attributes by 1d2+1 points. The material component is a hair or piece from an animal considered strong, dextrous, tough, intelligent, wise, or appealing.

Diminish Attribute is the reverse of this spell. A creature failing a constitution save suffers a loss of 1d4+1 points in a prime attribute or 1d2+1 points in a non-prime attribute.

ENTANGLE, Level 1 druid

CT 1	R 450 ft.	D 1 min./lvl.
SV dexterity (see below)	SR no	Comp V, S, DF

This spell animates all plants in the affected area, causing them to attempt to intertwine about and entangle any creature within, or moving through, their location, holding them fast. A successful dexterity save means that the creature manages to avoid becoming entangled for that particular round. An entangled creature suffers a -2 penalty to attack, a -4 penalty to effective dexterity, and cannot move, making the casting of spells with a somatic component impossible. Breaking free requires a successful strength check. Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement. Area of effect is a 50' diameter circle.

ERASE, Level 1 wizard, 1 illusionist
CT 1 | R 50 ft. or touch | D see below
SV n/a | SR none | Comp V, S

This spell removes writings of mundane or magical nature. The spell clears as much writing as might be found on a scroll, or up to two pages of parchment. It even removes explosive runes, glyphs of warding and arcane marks, but does not remove symbols or illusory script. Removal of dangerous magical writing such as explosive runes, requires the caster to touch them and make an intelligence check. Failure indicates that the effect of the dangerous writing is triggered as it is erased. Nonmagical writings are automatically erased.

ETHEREAL JAUNT, Level 5 cleric
CT 1 | R see below | D 1 rd./lvl.
SV n/a | SR n/a | Comp V, S

The energies of this spell allow the caster to enter the ethereal plane, a place which overlaps the material world. The caster may pass through all material objects in the material world without impediment, and may not be seen or interacted with by any mundane means. To the caster, the world appears as a hazy, insubstantial place. If the caster ends the spell, becoming material while inside a material object such as a solid wall, they are shunted off to the nearest open space, taking 1d6 damage per 5 ft. they were shunted. Ethereal travelers should be aware that some predators and other beings make the ethereal plane their home.

EXPLOSIVE RUNES, Level 3 wizard, 3 illusionist
CT 1 min. | R touch | D see below
SV dexterity half (see below) | SR yes | Comp V, S

This spell allows the caster to inscribe innocuous-looking runes which detonate when they are read. The spell is used to protect and prevent access to a book, map, scroll, or similar object containing written information. When read, the runes explode causing 6d6 points of damage to the reader. The reader receives no saving throw. Creatures and objects within 10 feet of the blast must make a dexterity saving throw and suffer only half damage if successful. The book or other object upon which the runes are written also takes damage, and may be utterly ruined in the absence of some protection from magical fire.

The caster, along with anyone else the caster chooses to specify, may read the runes without triggering them. The caster can also remove the runes at any time. Otherwise, the runes are permanent until triggered or removed by *dispel magic* or other counterspell.

EYES OF FIRE, Level 2 illusionist
CT 1 | R caster | D 1 rd./lvl.
SV none | SR no | Comp V, S

The spell changes the eyes of the caster. They glow bright red and light up a 10 foot wide by 20 foot long area in front of the caster. Creatures of 2 hit die or less who fail their intelligence saving throw will attack other victims before they attack the illusionist while this spell is in effect.

F

FAERIE FIRE, Level 1 druid
CT 1 | R 150 ft. | D 1 min./lvl.
SV no | SR yes | Comp V

This spell outlines creatures or objects with a harmless, pale-colored fire in a 10 foot x 10 foot area. The fire is about as bright as a candle, making the things outlined highly visible in darkness. It also outlines invisible subjects and those under such spells as *blur*. Attackers gain a +1 to hit outlined creatures and objects. All creatures and objects within the area of effect are outlined by the fire.

FAERIE'S GLAMOUR, Level 1 illusionist
CT 1 | R touch | D 2 rd./lvl
SV intelligence negates (h) | SR yes (h) | Comp V, S

The spell places the image of the caster onto the body of another living being. The magic imitates what the illusionist is doing on that other body. Thus, a fighter could appear to be casting an illusion spell when he is actually firing his crossbow.

FAITHFUL HOUND, Level 5 wizard, 5 illusionist
CT 2 | R 50 ft. | D see below
SV n/a | SR n/a | Comp V, S, M

Arcane energy forms into a phantom hound dedicated to guarding an area or the caster. The caster may order the hound to do either at any time during the spell's duration. The hound will consider party members as allies unless ordered otherwise. Should a larger creature approach within 50 feet, the hound immediately lets out a frightful and eerie howl. Those hearing the howl must save versus fear or suffer a -2 to attacks and morale. This also effects allies of the caster. If an intruder approaches to within 10 feet of the hound or caster, the guard dog ceases barking and attacks with a vicious bite. The hound's bite is considered a magical weapon, and it attacks once per round. The hound gains a bonus to hit equal to the caster's level, and it deals 2d6+3 damage upon a successful bite. It continues to attack until the intruder retreats at least 25 feet away.

The most effective way to combat the hound is by dispelling it, but it can be hurt by magic and weapons. The hound has an armor class of 18 and as many hit points as the caster did when the spell was cast. If the caster is ever more than 150 feet from the hound, the spell ends. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per level.

The material component for this spell is the dust of a dog bone.

FALSE TRAP, Level 2 illusionist
CT 1 | R 50 ft. | D 1 min./lvl.
SV see below | SR see below | Comp V, S, M

To cast *false trap* the illusionist needs the shattered fragments of a deliberately distorted mirror (5gp) placed in a small bowl

of water, and a pinch of powdered moonstone (50gp) cast into the air. The caster cloaks one object with a shroud of magic, making it appear trapped to any creature seeking to detect traps by mundane means.

If the creature attempting to find a trap is of an equal or higher level than the caster of the false trap, the creature gets to make an intelligence check to detect the illusion. Any manipulation or attempt to disarm the trap breaks the spell and dispels the illusion. Magical detection will indicate that there is no trap, possibly causing confusion if visual inspection follows. It effects a 25 foot x 25 foot area.

FALSE VISION, Level 5 illusionist

CT 1	R 50 ft.	D 1 min./ lvl.
SV see below	SR see below	Comp V, S, M

To cast *false vision* the illusionist needs the shattered fragments of a deliberately distorted mirror (5 gp) placed in a small bowl of water, and a pinch of powdered moonstone (50gp) cast into the air.

The caster cloaks the area of effect with a shroud of magic, making everything within undetectable to any scrying. Also, if the caster is aware of an attempt to scry, they may concentrate on creating an illusory image with sound effects, which is what the person scrying will see and hear. It effects a 25 foot x 25 foot area.

FEAR, Level 4 wizard, 4 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV charisma negates	SR yes	Comp V, S

Panic and terror race through the hearts of the creatures affected by this spell, causing them to flee from the caster as fast as possible. The creatures cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls. It affects a 25 foot x 25 foot area.

FEATHER FALL, Level 1 wizard

CT 1	R 150 ft.	D 1 rd./lvl.
SV no	SR yes (h)	Comp V

Creatures and objects affected by this spell fall gently, drifting downwards through the air much like a feather. Subjects affected by the spell take no damage from a fall of any height. The spell may be cast with the utterance of a single word, making it fast enough to save the caster in case of an unexpected fall of any notable height. A total weight of up to 1500 pounds can be affected. The creatures and objects affected by the spell fall at a rate of 50 feet per round. Should the spell end while they are still falling, they fall normally from that point and take damage only for that distance fallen.

The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. It might have effect upon a ranged weapon or projectile, at the Castle Keeper's discretion. It affects a 20-foot diameter sphere.

FEEBLEMIND, Level 5 wizard, 6 illusionist

CT 1	R 150 ft.	D see below
SV charisma negates	SR yes	Comp V, S

This spell drains the target's higher intellect, reasoning and even base cunning, reducing the target to an intelligence of 2, below that of even an animal. Still, even at such low intelligence, the spell's target instinctively recognizes friends, and can follow them and protect them in a very primitive manner. The unfortunate victim remains in this state until a *heal, restoration, wish,* or equivalent are used to dispel it.

FIND THE PATH*, Level 8 illusionist, 6 cleric

CT 3	R touch	D 10 min./lvl.
SV none	SR yes (h)	Comp V, S, F

With unerring instinct, the subject of this spell can locate the shortest, most direct physical route to a specified location on the same plane of existence, though this destination must be a location, not an object or creature. The character can even sense the correct direction that will eventually lead to the destination, indicating at the appropriate times the exact path to follow or physical actions to take, enabling the spell's target to escape labyrinths, underground tunnel networks and mazes, magical or mundane. This spell also instantly counters and dispels the *maze* spell. The material component of the spell is a Y-shaped stick.

The reverse of this spell makes the subject lost, no matter the place being sought. The subject wanders aimlessly, always straying off the path. The subject can be led by someone else, or could even use a map if able to normally do so.

FINGER OF DEATH, Level 7 wizard, 8 druid

CT 1	R 50 ft.	D permanent
SV charisma partial	SR yes	Comp V, S

The caster points at one living creature and utters a death curse, instantly killing the creature unless it successfully makes a charisma saving throw. If the creature makes its save, it sustains 3d6 damage +1 point per caster level.

FIREBALL, Level 3 wizard

CT 1	R 450 ft.	D instant
SV dexterity half	SR yes	Comp V, S, M

With a gesture, the caster sends a small ball of fire hurtling through the air to detonate with a low roar at the height and distance the caster desires, as long as it is within the spell's maximum range. The explosion fills the area of effect with intense fire and heat, causing 1d6 damage per caster level to all creatures and objects within the area. It ignites combustibles, damages objects and melts anything with a low melting point such as bronze, copper, silver, lead or gold. The explosion creates almost no pressure. It affects a 40 foot diameter sphere. The material component is a small lump of coal.

The *fireball* follows a straight path, and if it impacts a solid barrier prior to attaining the prescribed range, the impact causes early detonation. If the caster attempts to send the ball through a narrow passage, such as an arrow slit, the character must hit

with a ranged attack roll, or else the bead strikes the barrier and detonates prematurely.

The material component for this spell is ash or coal.

FIRE SEEDS, Level 6 druid

CT 1 per seed	R see below	D 1 min./lvl. or burst
SV dexterity half	SR yes	Comp V, S, M, DF

The caster binds elemental fire into acorns or holly berries, making them into weapons that burst into flame upon impact.

Acorns: Up to four acorns may be altered with this spell. Each can be thrown with reasonable accuracy up to 50 feet. A successful roll to hit must be made. Each acorn bursts upon hitting a firm surface, blossoming into flame that deals 4d8 damage and igniting any combustibles.

Holly Berries: Up to eight holly berries may be altered with this spell. They are normally placed by hand, but they can be thrown up to 25 feet. The berries burst into flame if the caster speaks a word of command from within 200 feet. They ignite instantly, and each deals 2d8 damage to any creatures within a 5 foot radius. The explosion will also ignite combustible materials.

The material component for this spell are acorns or holly berries and ash.

FIRE SHIELD*, Level 4 wizard

CT 1	R see below	D 1 rd./lvl.
SV none	SR see below	Comp V, S, M

Wispy, colorful flame wreathes the caster, surrounding the character like a cloak of fire. The fire may be freezing cold or burning hot, whichever the caster desires. Any creature striking the caster with its body or hand held weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 per caster level due to the intense flames. Spell resistance applies to this damage. Weapons with exceptional reach do not endanger the attacker.

The flame-clad character gives off light like a dim torch, the color of which is selected by the caster (blue or green for a chill shield, violet or reddish-orange for a hot shield). Characters surrounded by a hot shield take only half damage from cold-based attacks, and no damage if the attack allows a save for half damage and the caster succeeds. Chill shields operate exactly the same way, but protect against heat/fire-based attacks.

The material component for this spell is an open flame.

FIRE STORM, Level 8 cleric, 7 druid

CT 1	R150 ft.	D instant
SV dexterity half	SR yes	Comp V, S

Raging elemental flame fills the area of effect (10 ft. cubes/level), causing 1d6 damage per caster level. The flames do not harm natural vegetation, ground cover, and plant creatures in the area, unless the caster so desires.

FIRE TRAP, Level 4 wizard, 2 druid

CT 10 min.	R touch	D until discharged
SV dexterity half	SR yes	Comp V, S, M

Set upon any closeable item, a *fire trap* erupts into flame when anyone other than the caster, or any other caster-selected characters, opens the item that the spell is warding. When triggered, a fiery explosion fills the area within 5 feet of the item (10 foot diameter sphere). The explosion deals 1d4 damage +1 point per caster level. The item remains unharmed by the spell. A *knock* spell does not prevent the effects of a *fire trap* in any way. An unsuccessful *dispel magic* spell will not detonate the spell. To cast the spell the caster needs fragments of flint and a stick of charcoal, the latter used to draw around the closure, the former scattered over it, this process leaves no visible runes.

The material component for this spell is flint and charcoal.

FIRST AID, Level 0 cleric, 0 druid, 0 illusionist

CT 1	R touch	D permanent
SV see below	SR yes (h)	Comp V, S

When the caster lays hands upon a living creature, this minor healing spell magically bandages any wound on the creature's body, preventing further loss of hit points from bleeding. It prevents infection, but cures no damage. No saving throw is needed when the spell is cast by a cleric or druid.

The illusionist version of the spell acts in the same manner with one important exception. The recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion.

FLAME STRIKE, Level 5 cleric

CT 1	R 150 ft.	D instant
SV dexterity half	SR yes	Comp V, S, DF

The caster calls down a roaring, vertical column of divine fire, in an area 10 feet in diameter and 40 feet high, inflicting 1d6 damage per caster level, to anyone caught within it. Half the damage is fire damage; the other half results from divine power and is therefore not subject to being reduced by magic or powers that confer protection from fire.

FLOATING DISK, Level 1 wizard

CT1	R 10 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

This spell creates a slightly concave, circular plane of shimmering force that follows the caster about and carries equipment, treasure or any other burden. The disk is 3 feet in diameter, and can bear up to 1000 pounds of weight, or hold up to 2 gallons of fluid. The disk floats 3 feet above the ground at all times, and always remains level, though it may not travel faster than the caster normally walks. When the spell ends or the caster moves more than 50 feet away from the disk, it vanishes, dropping its contents. To cast the spell the caster needs a small 5gp glass or metal disk.

FLY, Level 3 wizard

CT 1	R touch	D 10 min./lvl.
SV none	SR yes (h)	Comp V, S, M

This spell empowers the caster to fly at up to 90 feet per round. The character can ascend at 45 feet per round, or dive at 180 feet per round. This flight feels as natural as walking, enabling the character to fight or cast spells quite normally, though the character cannot bear aloft more weight than a normal maximum load.

The material component of the spell is a single feather.

FOG CLOUD, Level 2 wizard, 2 illusionist

CT 1	R 150 ft.	D 10 min./lvl.
SV none	SR no	Comp V, S.

A dense bank of bilious fog billows out from the point the caster designates, obscuring all sight (including special vision abilities) beyond 5 feet, partially concealing creatures within 5 feet, and totally concealing those further away. It covers an area 50 feet x 20 feet x 20 feet. The fog drifts very slowly across the ground, blown by the wind (if any) though it cannot be blown back towards the caster. A moderate wind (11+mph) disperses the fog in 4 rounds, and a strong wind (21+mph) disperses it in 1 round. The fog produced by this spell always sink to the lowest level of the land, even pouring down openings such as sinkholes.

FREEDOM OF MOVEMENT, Level 4 cleric, 4 druid

CT 1	R touch	D 10 min./lvl.
SV n/a	SR yes (h)	Comp V, S, DF

Whether underwater or moving through some other liquid, or impeded by spells such as hold person or web, the creature affected by this spell can move and attack normally for the spell's duration. No benefits other than free movement are conferred; a character freely moving underwater still needs to find some other means of breathing.

G

GASEOUS FORM , Level 3 wizard

CT 1	R touch	D 1 min./lvl.
SV intelligence negates	SR yes (h)	Comp S

The creature touched and all of the creature's gear becomes insubstantial, appearing as a misty, fog-like form. While in this state, the character cannot be effectively touched or physically interacted with, becoming immune to any attacks that are not magical in nature (such as the strikes of spells and clearly supernatural abilities). The character cannot walk, but can fly at 10 feet per round. The character may also filter through small holes or narrow openings, even mere cracks, with all they were wearing or holding, as long as the spell persists. On the downside, the character gains no AC bonus due to material armor, cannot physically attack or affect others, cannot cast spells, cannot move more rapidly, may be blown about by stiff winds and may not enter water or other liquids. It affects one willing creature.

GATE, Level 9 wizard, 9 cleric

CT 2	R 50 ft.	D special
SV none	SR no	Comp V, S

A shimmering, mystical gate appears, hovering just above the ground. The gate is an inter-dimensional portal between the plane the caster is on and another plane of existence. The caster chooses which plane to connect to upon casting the spell, but must have some knowledge of the other plane. The gate can be used in two ways.

First, the gate may be used as a means of travel. Anything or anyone moving through the gate instantly transports to the other plane. The gate is 5 feet in diameter, but the caster can increase the diameter by 1 foot per level. The caster may hold the gate open for no more than 1 round per level, and must concentrate to do so.

Second, the gate may be used to summon an individual creature or type of creature from the plane to which the gate is connected. The caster names the creature individually or a specific creature type upon casting, and the gate opens near the individual or creature. This spell does not give the caster any control over creatures summoned through the gate. The actions of a summoned creature vary depending upon the situation, the caster's motive, alignment and perhaps, additional spells that may be active. Deities and other unique entities are under no compulsion to come through the gate unless they choose to. An uncontrolled being acts as it pleases, often to the detriment of the caster, and may return to its home plane at any time. When used in this manner, the gate remains open only until the summoned creature(s) passes through the gate. Neither the caster nor anyone or anything on the caster's plane may enter the gate.

Typically, the caster will ask a summoned creature to perform a service. It is easier to gain service from creatures weaker than the caster. Deities and beings with a strong will are often ill-disposed toward the caster for interfering with their life's activities.

Even if a service is given, the creature may return to its home plane, at will, whether the service is completed or not, unless the caster has used some other spell to bind the creature and force servitude. Contractual service is entirely more involved, but more likely beneficial for the caster, because the summoned creature is less likely to be ill disposed towards its summoner when some form of recompense is offered. The negotiation of a contract must be roleplayed, bearing in mind the nature of the creature, its desires, and its intellect; few such creatures have any need for gold or coin, and their desires may seem alien at best, or utterly vile. Some creatures may attempt to subvert their contract, especially if they feel they have been tricked or treated poorly, interpreting a contract in ways that will hopefully cause the caster distress or peril.

Failure to fulfil a contract on the caster's part can have terrible consequences. A creature, its liege, or master may all attempt to enact some measure of revenge at some time. Or, if the caster violates his alignment or code, or fails to uphold a sworn oath, the caster's deity may impose some penalty or dishonor.

GEAS, Level 6 cleric, 6 wizard, 6 illusionist

CT 1	R 10 ft.	D see below
SV Charisma negates	SR yes	Comp V, DF

"Do as I desire or suffer the consequences" is the essence of this spell. The caster places a magical command on the spell's target, through means that are magical, divine and mental, to carry out some quest or service, or to refrain from some activity or course of action. If the geased individual fails to do as instructed, they sicken and will most likely die. A *geas* must be carefully worded by the caster, or it may lead to a quest with a goal not intended, or the spell may simply fail altogether. The caster of the *geas* may release the affected creature from it at any time.

Although a *geas* can command almost any course of activity, it cannot compel a creature to commit suicide or perform acts that would result in certain death. The creature affected must be able to understand the caster's command, or the spell fails. A geased creature is bound with the spell until the task is completed, no matter how long it takes, but if the instructions involve an open-ended task that the character cannot complete through its own actions, the spell ends after one day.

If a creature ignores the *geas*, or is prevented from obeying it, they suffer consequences. A creature will lose 1 point of strength and suffer a -1 penalty to all saving throws for every day during which the quest is not undertaken. If they again take up the quest, the penalties cease. If a creature ignores a quest for 5 days in a row, they must make a constitution save or sicken. A sickened character moves at half normal speed, suffers a -4 penalty on constitution and dexterity, heals no damage naturally, and cannot benefit from magical healing.

A sickened character must also again make a constitution save after a number of days have passed equal to the creature's normal constitution score. Failure means the creature is disabled, unable to move or act beyond a crawl. All of these effects end 1 day after the character deliberately attempts to resume the quest.

A *geas* and its effects can be removed magically by *remove curse* (but only if the caster of the *remove curse* is at least two levels higher than the level of the character who cast the *geas* , and the caster of the *remove curse* makes a successful charisma check), or a *wish*. *Dispel magic* does not affect a geas.

GHOST SOUND, Level 0 wizard, 0 illusionist

CT 1	R 150 ft.	D 1 rd./lvl.
SV intelligence negates	SR yes	Comp V, S, M

Eerie rattles and wails, wolfish howls, warm laughter, quiet conversation, the rumble of thunder and clash of swords, the soft patter of bare feet; all these are sounds that can be created with this spell. Thses sounds can seem to rise, recede, approach or remain constant as the caster desires. Virtually any type of sound can be produced, emanating from anywhere within range, though the volume cannot exceed as much noise as four normal humans could produce.

Small pieces of ear wax are needed to cast this spell.

GLOBE OF INVULNERABILITY, Level 6 wizard

CT 1	R personal	D 1 rd./lvl.
SV none	SR no	Comp V, S, M

When this spell is cast, a faintly shimmering 10 foot diameter sphere of arcane energy surrounds the caster. The globe acts as an impenetrable field against any 1st, 2nd, 3rd, or 4th level spell, spell-like ability or spell-like effect, even if the globe is located within the areas affected by such spells. Spells and effects targeting or encompassing the globe are not dispelled, but wash harmlessly against and over it. Anyone in the globe, however, may cast spells in, through or outside of the globe. Spells of 5th level and higher are not affected by the globe, and the globe can be brought down by *dispel magic*. The globe moves with the caster.

The material component for this spell is a small, clear 1gp bead or sphere and a tiny glass sphere (2sp).

GLYPH OF WARDING, Level 3 cleric

CT 10 min.	R touch	D until discharge
SV see below	SR yes (to effect)	Comp V, S, M

To cast a *glyph of warding*, the caster inscribes an area or object with an invisible inscription that harms those who enter, pass, open the warded area or object, or otherwise break the conditions of the ward set by the caster. It can encompass an area up to 25 feet x 25 feet. An ounce of oil (1sp) mixed with incense (5sp) and a powdered gemstone of color appropriate to the caster's deity (200gp) is needed to activate the spell. Glyphs can be set to permit or ward against a specific individual or individuals, or even entire species or groups of species. They can be set to admit only characters of certain faiths or alignments, or carrying certain items, wearing certain garments, colors, or signs or uttering certain passwords. Any creature violating the warded area is subject to its magic.

Glyphs respond to invisible creatures normally, but can be fooled by polymorph and non detection spells, and they are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area or object, although more than one glyphed object may be placed in close proximity. A glyph can be made to conform to any shape, up to the limitations of the spell's area.

Read magic permits a character to see a glyph, and a successful intelligence check allows the same character to identify the glyph. Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph. Glyphs are affected by *dispel magic*. Depending on the version selected, a glyph either blasts the intruder or activates a spell:

Blast Glyph: This glyph causes 1d4 damage per caster level to the intruder and all within 5 feet of the intruder. A successful Wis save reduces damage by one-half. Damage may be either from acid, cold, electricity, fire, or sonic, as determined by caster. Because the damage is entirely divine, however, the type of damaging agent has no secondary effect.

Spell Glyph: Stores any single spell of up to 3rd level that the caster knows. The spell must be cast as part of the process

of inscribing the glyph. When it is violated, the spell operates as if the caster cast it at that time, allowing normal saves as per the spell.

GOODBERRY, Level 1 druid

CT 1	R n/a	D 1 day/lvl.
SV none	SR no	Comp V, S, DF

The caster enchants a handful of fresh berries (2d4), each of which nourishes a creature as if it had eaten a full meal, and it also cures 1 point of damage. Only 8 berries may be eaten in a 24-hour period.

GREATER RESTORATION, Level 7 cleric

CT 1 hour	R touch	D permanent
SV see below	SR yes (h)	Comp V, S, DF

This spell cures the draining touch of the undead as well as many other deleterious effects. *Greater restoration* dispels all effects reducing or penalizing a character's abilities, cures all temporary and permanently drained attribute scores, and also removes all forms of insanity, confusion, feeblemind or similar mental effects. Even more potently, it restores all levels previously drained (and all class benefits such as hit points and abilities) by undead.

Drained levels can only be restored if this spell is cast no more than 1 week per caster level after the drain.

GREATER SCRYING, Level 7 wizard, 7 cleric

CT 1 min	R see below	D 1 min./lvl.
SV none	SR no	Comp V, S, M, F

Focusing on a mental image of the person they wish to observe, the caster sends their mind's eye to gaze over the character, watching and listening regardless of distance. Astute characters (intelligence 13+) may, upon a successful intelligence check, get the feeling they are being watched. Successfully focusing the mind's eye in this manner is difficult, and requires an intelligence check adjusted by the following cumulative modifiers:

Caster knows the character well	+5
Caster has likeness of character	+5
Caster has possession of the character	+5
Caster has body part (like a lock of hair)	+5
Caster has only met the character	-5
Caster has only heard of the character	-10
Caster has no knowledge of character	-15
Character is on another plane	-15

If the scrying is successful, the caster may cast the following spells through the scrying: *comprehend languages, detect alignment, detect magic, message, read magic, tongues*.

The material component for this spell is a 1000gp gem.

GREATER SHADOW CONJURATION, Level 5 illusionist

CT 1	R 150 ft.	D 1 rd/lvl
SV intelligence (see below)	SR no	Comp V, S

The caster shapes quasi-real illusions, resembling monsters, that can attack the caster's foes. The shadow conjurations remain semi-solid, even to those who disbelieve them. The caster can create one or more illusions whose total HD are equal to the caster's level. The caster chooses what form the illusions take, be they goblin, orc or lion, but size is restricted to medium or small. The shadow creatures have only 40% of the normal or maximum hit points of a creature of the chosen type.

Characters interacting with these illusions believe them to be real creatures, unless they make a successful intelligence save. If the saving throw fails, the creatures deal normal damage and have all the normal abilities and weaknesses of a creature of that type. If the saving throw succeeds, the creatures' special abilities, armor class, damage and all other aspects will be only 40% as strong as the real thing. Those who succeed at their saves see the conjurations as transparent images superimposed on vague, shadowy forms.

GREATER SHADOW EVOCATION, Level 6 illusionist

CT 1	R special	D special
SV Int (see below)	SR yes	Comp V, S

The caster creates a quasi-real illusion, one possessed of some substance and reality, that mimics one of the following spells: *cloudkill, cone of cold, fireball, ice storm, lightning bolt, magic missile, stinking cloud, wall of fire, wall of force, wall of ice, wall of iron, wall of stone, or web*. The mimicked spell has its full normal effect, range, duration, saving throw allowances, SR, and so on, unless the targeted creature(s) makes an Int saving throw. A successful saving throw reduces the mimicked spell to 40% of its normal damage, effect and strength.

GUARDS AND WARDS, Level 6 wizard, 5 illusionist

CT 30 min.	R special	D 1 hr./lvl.
SV see below	SR see below	Comp V, S, M

This mighty spell is a useful tool in the defense of towers, strongholds, and other dwellings. The caster must be somewhere within the area being warded to cast the spell. The spell radiates out and away from the caster in a 20 foot/level diameter sphere, creating the effects detailed below within the building. The whole warded area radiates magic with incredible intensity. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *disjunction* destroys the entire *guards and wards* spell.

1. Any creature facing a choice in direction, such as a corridor intersection or side passage, becomes subject to a minor confusion-type effect, making it 50% likely that they will believe they are going in the exact opposite direction from the one they actually chose. **SR: Yes.**
2. All corridors within the area of the spell fill with an eerie fog, obscuring all sight, including *darkvision*, beyond 5 feet. A creature within 5 feet has one-half concealment; creatures farther away have full concealment. **SR: No.**

3. All doors are subjected to the *lock* spell (see k*nock*). **SR: No.**
4. One door per caster level is covered by an illusion to appear as if it were a plain wall, and may only be detected with a successful intelligence (*disbelief*) save. **SR: No.**
5. Webs fill all stairs from top to bottom, the strands identical to those of the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell is in effect. **SR: No.**
6. The caster may also select one of the following:
   a. A gust of wind in one corridor or room. **SR: No.**
   b. A magic mouth in two places. **SR: No.**
   c. A stinking cloud in two places. The vapors appear and linger in the places the caster designates; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. **SR: Yes.**
   d. A suggestion in one place. The caster selects a 10 square foot area (or less), and any creature who enters or passes through the area receives the suggestion mentally. **SR: Yes.**
   e. Dancing lights in four corridors. The character can designate a simple routine that the lights will repeat for as long as the *guards and wards* spell lasts. **SR: No.**

The material components for this spell are a strand of giant spider's silk (20gp), an ounce of fine wine (2gp), a small decorated silver key (5gp) and a page of fine parchment to be lit (1gp).

GUST OF WIND, Level 3 wizard

CT 1	R 150 ft.	D 1 rd.
SV strength negates	SR no	Comp V, S

A powerful, howling blast of air originates from the caster in the direction they are facing, and extending out to 10 feet high and 10 feet wide. This gust automatically extinguishes candles, torches, and similar small unprotected flames. It fans larger flames such as bonfires. It scatters any small, light items such as a wind ordinarily would, and it causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance that they too will be extinguished. Small-sized flying creatures must make a strength save to avoid being blown wildly out of control by the spell, while small and medium-sized land borne creatures, as well as medium-sized flying creatures, must make a strength save to successfully continue moving normally.

H

HALLOW*, Level 4 cleric

CT one day	R touch	D 1 year
SV none	SR see below	Comp V, S, M, DF

This spell sanctifies a large 150 foot radius area of a holy site. The spell has four effects.

First, the entire area operates as a magic circle against evil (or good, chaos or law, as chosen by the caster). All warded creatures in the area receive a +2 bonus to armor class and saves against attacks by creatures of the selected alignment. Likewise, the spell blocks any attempt to possess or mentally control a warded creature, and prevents bodily contact by summoned or conjured creatures. The protection against contact by summoned or conjured creatures ends if a warded individual makes an attack against such a creature. Spell resistance can allow a summoned creature to overcome this protection and touch the warded creature. These effects are not cumulative with *protection from evil*.

Second, all attempts to turn undead gain a +3 bonus. Attempts to command undead suffer a -3 penalty.

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Fourth, the character may choose to affix a single spell effect to the hallowed site. The character must cast the spell when casting *hallow*. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area of effect. The caster may designate whether the effects apply to all creatures, or only to creatures who share the character's faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again. Spell effects that may be tied to a hallowed site include *aid, bless, cause fear, detect evil (good, chaos, law), detect magic, dispel magic, endure elements, freedom of movement, protection from elements, remove fear, resist elements, silence* and *tongues*.

The reverse of this spell, *unhallow*, provides the above effects, but against good creatures. Any dead body buried in an unhallowed area, however, will rise as a zombie in 24 hours.

The material component for this spell are religious trappings worth 1,000gp.

HALLUCINATORY TERRAIN, Level 4 wizard, 3 illusionist

CT 10 min.	R 150 ft.	D see below
SV intelligence	SR no	Comp V, S, M

The caster makes natural terrain look, sound and smell like some other sort of natural terrain. Structures, equipment and creatures within the area are not hidden or changed in appearance. The illusion persists until dispelled or disbelieved by an intelligent creature. It affects a 10 foot x 10 foot area per level of the caster.

The material component for this spell is the dust of a fey's arrow.

HASTE*, Level 3 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV constitution (h)	SR yes (h)	Comp V, S, M

Haste is a powerful but dangerous magic that is usually cast in times of great desperation. *Haste* affects one creature and doubles the affected creature's movement rate and number of

attacks per round. Neither spell casting nor other actions are accelerated. A creature affected by *haste* ages one year, and assumes the risk of permanent bodily damage from the strain of the spell. At the end of the spell's duration, an affected creature must make a successful constitution saving throw or lose 1 hit point permanently.

Slow is the reverse of *haste*. It reduces by ½ a creature's movement and number of attacks per round. A creature affected by *slow* suffers no aging or other bodily strain. *Haste* dispels and counters *slow*, and vice-versa.

The material component for this spell is a hawk arrow.

HEAD FOG, Level 1 illusionist

CT 1	R 50 ft.	D 1d4+1 rd.
SV intelligence negates	SR yes	Comp V, S

A thick fog mass forms around the target's head that moves with the target. Targets affected by the fog cannot see out and attack at a -4 to hit. The target may attempt an intelligence save once per round to negate the fog

HEAL*, Level 6 cleric, 9 druid, 9 illusionist

CT 1	R touch	D permanent
SV see below	SR yes (h)	Comp V, S, DF

This powerful curative enables the caster to wipe away disease and injury. It completely cures all hit point damage, all diseases, blindness, deafness and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It nullifies a *feeblemind* spell. It cures mental disorders caused by nature, spell, or injury to the brain. *Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores. The reverse of the spell, *harm*, drains the target of all but 4 hit points and causes disease in the subject (see *remove disease*).

A *heal* spell cast upon an undead creature affects it as if the *harm* spell were cast upon it. A *harm* spell cast upon an undead creature affects it as if a *heal* spell were cast.

The illusionist version of the spell acts in the same manner with two important exceptions. The spell recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion. Also, the illusionist version has no effect on undead.

HEALING CIRCLE*, Level 4 cleric

CT 1	R see below	D permanent
SV see below	SR yes (h)	Comp V, S

This spell releases waves of energy in all directions from the caster, up to a 20 foot radius sphere, curing 2d8 points of damage to all living creatures in the area of effect, including allies and enemies. The curative version of this spell deals the same damage to undead, while the reverse, *harming circle*, deals damage to living creatures. In those situations, a successful wisdom save indicates half damage. *Harming circle* heals undead creatures.

HEAT METAL*, Level 2 druid

CT 1	R 50 ft.	D 7 rd.
SV none	SR no	Comp V, S

This spell raises the temperature of metal items, such as weapons and armor, while its reverse, *chill metal*, lowers the temperature. Magical metal items are not affected. The spell affects the equipment of one creature per two caster levels and the creatures can be no more than 25 feet apart. If the metal targeted is not held or worn, the the amount affected is 25 pounds per level.

This spell lasts for 7 rounds. On the first and seventh round of the spell, the metal becomes warm or chilly, and uncomfortable to touch but deals no damage. During the second and sixth rounds, burning heat or icy coldness causes pain and 1d4 damage. In the third, fourth and fifth rounds, the metal is searing hot or freezing cold, causing disabling pain and 2d4 damage per round. The disabling pain results in the hands and/or body becoming totally disabled for 1-4 days.

Any heat or cold intense enough to damage the creature negates heat or cold damage from this spell (and vice versa) on a point-for-point basis. Underwater, *heat metal* deals half damage and boils the surrounding water, and chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

HOLD ANIMAL, Level 2 druid

CT 1	R 50 ft.	D 1 rd./lvl.
SV wisdom negates	SR yes	Comp V, S, M

This spell holds a single animal rigidly in place. It is aware and breathes normally but cannot take any physical action. It can, however, execute purely mental actions.

The material component for this spell is spider silk.

HOLD MONSTER, Level 5 wizard, 5 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV intelligence negates	SR yes	Comp V, S, M

This spell holds a single monster rigidly in place. It is aware and breathes normally but cannot take any physical action. It can, however, execute purely mental actions. This spell can affect any monster, be it living, undead, constructed or magical in nature. The illusionist version of this spell simply tricks the victim's mind into believing they are held.

The material component for this spell is spider silk from a giant spider.

HOLD PERSON, Level 3 wizard, 2 cleric, 3 illusionist

CT 1	R 50 ft.	D 1 rd./lvl
SV wisdom negates	SR yes	Comp V, S, M

This spell holds a single medium-sized or less humanoid target rigidly in place. It is aware and breathes normally but cannot

take any physical action. It can, however, execute purely mental actions. The illusionist version of this spell simply tricks the victim's mind into believing they are held.

The material component for this spell is spider silk from a giant spider.

HOLD PORTAL, Level 1 wizard

CT 1	R 50 ft.	D see below
SV n/a	SR n/a	Comp V, S

This spell magically bars a door, gate, window, shutter of wood, metal or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* can negate the *hold portal*. Portals held shut by this spell can still be battered down.

HOLY AURA*, Level 8 cleric

CT 1	R see below	D 1 rd./lvl.
SV see below	SR yes (h)	Comp V, S, DF

A divine radiance surrounds one good-aligned subject per level in a 25-foot radius, protecting from attacks, granting resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subject. The warded creature gain a +4 bonus to armor class and saves, and a SR of 16 against evil spells and spells cast by evil creatures. The spell also blocks possession and mental influence just as *protection from evil* does. Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is *blinded* unless they make an intelligence save (see *remove blindness*). The reverse of the spell, unholy aura, protects evil-aligned subjects but otherwise functions identically.

HOLY WORD*, Level 7 cleric

CT 1	R see below	D permanent
SV none	SR yes	Comp V

A powerful cleric uttering a *holy word* (good) or *unholy word* (evil) speaks with the voice of their deity. The spell instantly banishes extraplanar creatures within a 25-foot radius area to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the holy word. Additionally, creatures in the area of effect who hear the holy word and are not good (or evil in the case of *unholy word*) suffer the following effects:

Level or HD	Effect
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed

Deafness lasts 1d4 rounds. Blindness lasts 2d4 rounds. Paralyzation lasts 1d10 minutes with the subject unable to move or act in any way. Killed means that living creatures instantly die (undead are destroyed).

HUMANOID FINDING, Level 5 illusionist

CT 3	R 1,000 miles	D 1 min./lvl.
SV none	SR yes	Comp V, S, M

Some possession from the creature, a human or humanoid, being sought is held in the caster's hand while the illusionist casts the spell. The spell brings forth an image of the humanoid as if viewed from a distance of 50 to 300 feet above the humanoid's head. The view sees through walls and any other obstacles. The direction of the humanoid and a sense of how many miles away they might be is imparted to the caster.

The material component for this spell is a possession of the target.

HYPNOTIC PATTERN, Level 2 illusionist

CT 1	R 50 ft.	D concentration
SV intelligence negates	SR yes	Comp S

The caster creates a pattern of shifting and weaving colors, mists, or fogs as determined by the caster. The scintallating, constantly moving forms draws creatures who view it in, fascinating them. The spell affects a 25 foot x 25 foot area. Affected creatures gaze at the lights, doing nothing and heedless of all else. Each creature in the area gets an intelligence save to avoid the spell's effect, but the caster can affect no more than 2d4 HD of creatures plus an additional HD per caster level. Creatures with fewer HD are affected first.

The caster need not utter a sound to cast this spell, but must gesture and concentrate to maintain the weaving pattern of lights. Sightless creatures are not affected.

HYPNOTISM, Level 1 illusionist

CT 1	R 25 ft.	D 1d2 rd.+1 rd./lvl.
SV intelligence negates	SR yes	Comp V, S

The caster gestures and utters a droning incantation which causes nearby creatures to stop and stare blankly at the character. The caster can use this rapt attention to make suggestions and requests seem quite plausible. The spell affects 2d4 HD of creatures in a 25 foot x 25 foot area. Creatures with fewer HD are affected first. Only creatures that can see or hear the character are affected. Hypnosis can succeed regardless of whether or not the target creatures can comprehend the caster's speech.

Hypnotized creatures cannot move or act, though they can be "snapped out of it" if attacked or disturbed in any way. Hypnotized creatures will not remember being entranced. *Hypnotism* will not succeed in the thick of combat or other dangerous situations.

While the subject is hypnotized, the caster can make a suggestion or request. The suggestion must be brief and reasonable. Each suggestion takes one round to communicate. If the suggestion is reasonable, it can influence the subject's actions, according to the discretion of the Castle Keeper. The Castle Keeper may allow additional intelligence saves for the subject if the suggestion is less than reasonable. Even once the spell ends, an affected creature retains its new attitude toward the caster, but only with respect to a particular suggestion.

I

ICE STORM, Level 4 wizard, 5 druid

CT 1	R 150 ft.	D see below
SV none	SR yes	Comp V, S, M

This spell causes snow and hailstones to pound the area of effect, a 50-foot diameter cylinder that is 50 feet tall. The storm inflicts 5d6 points of damage to anything in the area. It also reduces subsequent movement in the area by half, for 1 round per caster level.

The material component for this spell is a small drop of water.

IDENTIFY, Level 1 wizard

CT 10 min.	R 5 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, M

This spell reveals a single function of one magic item for each round it is in effect. The most basic functions are revealed first, including how to activate that function on the item, and how many charges remain. For a weapon, this will be the modifiers to attack and damage. If a magic item has multiple different functions that are equally basic, the Castle Keeper determines which is first identified. Multiple castings of this spell may be cast at the same time, taking 10 minutes per spell. After casting this spell, the caster becomes exhausted, and loses 1d4 points of constitution. After resting for 1 hour per each *identify* cast, constitution is returned to normal.

The material component for this spell are materials valued at 100gp.

IDOL OF DEATH, Level 4 illusionist

CT 2	R touch	D 1 min./lvl.
SV none	SR no	Comp S, V, M

The caster creates a fist-sized image of themselves out of clay. As the magic settles on the clay, the image becomes an exact unmoving copy of the caster. The clay figure absorbs three points of damage inflicted by every attack upon the caster in a single battle. Any area of effect attacks, however, do double damage to the caster as it affects the clay and the illusionist. The spell is negated if the clay image moves more than ten feet away from the caster. The spell does not have a cumulative effect and any new spell of the same nature can't be cast on the illusionist while the first spell is active.

The material component for this spell is a lump of clay.

ILLUSIONARY HELP, Level 3 illusionist

CT 1	R 200 feet	D 1 min./lvl.
SV intelligence negates	SR yes (h)	Comp V, S

An illusion of a human or humanoid appears holding in its hands whatever is needed to help, limited only by the caster. If the caster is in a pit, the illusion has a knotted rope. If the caster was wounded the illusion has salves that heal two HP. If the caster is fighting for his life, the illusion has a shield and acts as another target to be hit. It cannot create illusory magic items.

ILLUSIONARY HOUNDS, Level 1 illusionist

CT 1	R 20 ft.	D 1 min./lvl.
SV intelligence negates	SR yes	Comp V, S

With a command and the snap of the caster's fingers, two illusionary hounds come running. They bark and smell like large war dogs and move in and about the caster's group. If the viewer fails their saving throw, the hounds feel real and act as more targets to be fought. The hounds always miss their target when attacking. They have an effective 12 AC and will fall to the ground bloody and dying if they suffer any damage.

ILLUSIONARY LIONS, Level 6 illusionist

CT 2	R 40 ft.	D 6 rd
SV intelligence negates	SR yes	Comp V, S

With a command and the snap of the caster's fingers, two illusionary lions come running. They growl, smell and look like large lions and move in and about the caster's group. If the viewer fails their save, the lions feel real and act as more targets to be fought. The lions attack as if the illusionist were swinging a weapon. They cause 3d6 hp damage upon a successul bite. They have an effective 18 AC and will fall to the ground bloody and dying if they suffer any damage.

ILLUSORY SCRIPT, Level 3 illusionist

CT 1 min.	R touch	D permanent
SV see below	SR no	Comp V, S, M

This spell writes instructions or other information on any suitable writing material. The script appears to be some form of foreign or magic writing. Only the person (or people) designated by the character at the time of the casting are able to read the writing. The script is completely unintelligible to any other character, although an illusionist will recognize it as illusory script.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make an intelligence saving throw, or become subject to a suggestion implanted in the script by the caster. The suggestion lasts only 30 minutes.

If successfully dispelled by *dispel magic*, the illusory script and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell. The casting time depends on the length of the message written, but it is always at least 1 minute.

The material component for this spell is special ink valued at 50gp.

ILLUSORY WALL, Level 4 illusionist

CT 1 min.	R 50 ft.	D permanent
SV intelligence (if disbelieve)	SR no	Comp V, S

This spell creates the illusion of a wall, floor, ceiling or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps or normal doors, any detection

abilities that do not require sight work normally. Touching or probing the surface reveals its illusory nature, though that does not cause the illusion to disappear. It effects an area 10 feet x 10 feet x 1 foot.

IMPRISONMENT, Level 9 wizard

CT 1	R touch	D permanent
SV none	SR yes	Comp V, S

This spell requires a successful touch attack to affect the target, who is then entombed, in a state of suspended animation in a small sphere, far beneath the surface of the earth. For the victim, time ceases to flow. The creature does not grow older, its body functions virtually cease, it does not need food or water and no force or effect can harm it. Most divinations will not reveal the creature but *discern location* does. The subject remains entombed unless the reverse of this spell, *freedom*, is cast where the imprisonment took place. A *wish* spell will not free a creature but will reveal where it is entombed. The *imprisonment* spell functions only if the target's name and some facts about its life are known.

IMPROVED INVISIBILITY, Level 4 illusionist

CT 1	R touch	D 1 min + 1 rd./lvl.
SV none	SR yes	Comp V, S, M

The recipient of this spell and all of his or her gear vanish for the duration of the spell from all forms of natural sight, including darkvision, deepvision, and twilight vision. Unlike other forms of invisibility, *improved invisibility* allows the recipient to attack, cast spells or use magic items offensively without causing the spell to end. The invisibility is effective against all forms of natural vision. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. The subject is not silenced and noise can render the recipient detectable, as can other common-sense factors (e.g. stepping in a puddle).

INCENDIARY CLOUD, Level 8 wizard

CT 1	R 150 ft.	D 1 rd./2 lvl.
SV dexterity halves	SR yes	Comp V, S

This spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, including special visions, beyond 5 feet. A creature within 5 feet has one-half concealment; creatures farther away have total concealment. The spell affects an area 20 feet high by 30 feet wide and 30 feet long.

In addition, the white-hot embers within the cloud deal 4d6 points of fire damage each round (half damage on a successful dexterity save). A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. The spell does not function underwater.

INFLUENCE, Level 0 illusionist

CT 1	R 25 ft.	D 3 rd.
SV charisma negates	SR yes	Comp V, S

This minor charm makes one medium-size or smaller humanoid regard the caster as a trusted friend and ally. It lasts for three rounds (during which time another spell is often cast to gain better advantage of the charm's effect). If the target is being threatened or attacked by the caster or the caster's allies at the time of casting, the target receives a +5 bonus to its saving throw.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but the subject perceives the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but must succeed at a charisma check to convince it to do anything it wouldn't ordinarily do. Any act by the caster or the caster's apparent allies that threatens the influenced creature breaks the spell. Note also that the caster must speak the creature's language to communicate or give commands.

INSANITY, Level 7 illusionist

CT 1	R 50 ft.	D permanent
SV intelligence negates	SR yes	Comp V, S

This spell causes a creature to permanently lose its mind, becoming unstable and unpredictable. Creatures affected by this spell will behave randomly. Possible behavior includes, but is not limited to, wandering away, staring blankly into the distance, babbling incoherently, suffering paranoia, or even acting normally. Any of these behaviors may last anywhere from 1 round to several days or years.

Attackers are not at any special advantage when attacking stricken creatures. Any creature who is attacked automatically returns the attack on its next turn. *Remove curse* does not remove *insanity*. *Heal*, *limited wish*, *distort reality*, and *wish* can restore the creature.

INSECT PLAGUE, Level 5 cleric, 5 druid

CT 1	R 450 ft.	D 1 min./lvl.
SV see below	SR no	Comp V, S, DF

A horde of insects swarm forth from the spell's point of origin, in a thick cloud 180 feet in diameter. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of AC, sustain 1 point of damage at the end of each round they remain within it. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction, and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, unless they succeed at a charisma saving throw.

The horde of insects does not move from the targeted area of effect. Heavy smoke or fire drives the insects away, but a single torch is ineffective against the horde. Lightning, cold, and ice are ineffective, but a strong wind (21+ mph), that covers the entire plague area, disperses the insects and ends the spell.

INSTANT SUMMONS, Level 7 wizard

CT 1 min.	R n/a	D n/a
SV none	SR yes	Comp V, S, M

This spell allows the caster to summon one pre-prepared item from virtually any location directly to the caster's hand. Unless it is the caster's personal staff, the item cannot weigh more than 10 pounds and cannot be over 6 feet in length, width, or depth. The caster places a personal mark on the item, and casts the spell on a gem worth at least 2,500 gp, which magically and invisibly inscribes the name of the item on the gem. Thereafter, the character can summon the item by speaking a special word set by the character when the spell is cast, and crushing the gem. The item appears instantly in the caster's hand. Only the original caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but the caster immediately knows who the possessor is, and roughly where he, she, or it is located when the summons is cast. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

The material component for this spell is a gem worth 2500gp.

INVISIBILITY, Level 2 wizard, 2 illusionist

CT 1	R touch	D special, see below
SV none	SR yes	Comp V, S, M

The recipient of this spell (and all of his or her gear) vanishes from all forms of natural sight, including darkvision, deepvision, and twilight vision. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope. The spell ends if the subject attacks any creature. For purposes of this spell, attacks include any spell that can inflict damage upon or otherwise negatively impact a creature, or any similarly targeted action undertaken with a magical item, such as a wand, ring, or scroll. Note that spells specifically affecting allies but not foes are not attacked for this purpose, even when they include foes in their area.

The material component is an eye wrapped in tar, clay or similar substance.

INVISIBILITY SPHERE, Level 3 wizard, 3 illusionist

CT 1	R see below	D special, see below
SV none	SR yes	Comp V, S, M

All creatures (including carried gear) within 10 feet of the recipient vanish from all forms of natural sight, including darkvision, deepvision, and twilight vision. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

For each subject, the invisibility ends if the subject attacks any creature. For purposes of this spell, attacks include any spell that can inflict damage upon or otherwise negatively impact a creature, or any similarly targeted action undertaken with a magical item, such as a wand, ring or scroll. Note that spells specifically affecting allies but not foes are not attacks for this purpose, even when they include foes in they area. Those affected by this spell cannot see each other or themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

The material component for this spell is an eye wrapped in tar, clay or similar substance.

INVISIBILITY TO ANIMALS, Level 1 druid

CT 1	R touch	D 10 min./lvl.
SV none	SR yes	Comp S, DF

When this spell is cast, the recipient becomes totally undetectable by animals. This spell does not affect animals with special magical qualities, like a paladin's divine mount or a blink dog. Unlike a normal invisibility spell, this spell blocks all sensory perception of a warded creature by an animal. Thus, a wolf could not smell the warded creature. If a warded creature touches an animal or attacks any creature, even with a spell, the spell ends.

INVISIBILITY TO UNDEAD, Level 1 cleric

CT 1	R touch	D 10 min./lvl.
SV none	SR yes	Comp S, DF

This spell completely shields the recipient from all perception by undead creatures. Nonintelligent undead are automatically affected and act as though the warded creature is not present. Intelligent undead are entitled to an intelligence saving throw. Failure indicates that they cannot perceive the warded creature, but if intelligent undead creatures have reason to believe unseen opponents are present, it can attempt to find or strike it despite failure of the save. If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends.

IRONWOOD, Level 6 druid

CT 10 min. + 1 min./lb.	R touch	D permanent
SV none	SR no	Comp V, S, M

By using this spell, the caster makes normal wood into magical wood that is as strong, heavy and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn. Using this spell, the character can fashion wooden items that function as steel items, such as weapons and armors. These items are freely usable by druids. However, the wood to be transformed into ironwood must be shaped prior to the transformation. The spell can be used to alter 5 pounds of material per level of the caster.

The material component for this spell is iron dust.

J

JUMP, Level 1 wizard

CT 1	R touch	D 1 min./lvl.
SV none	SR yes	Comp V, S, M

One recipient may make astounding leaps and bounds, launching up to 25 feet forward, or 10 feet backward or upwards, although safe landing at the end of such a magnificent jump requires a successful dexterity check.

The material component for this spell is the hind leg of a cricket or other leaping animal or insect.

K

KNOCK*, Level 2 wizard

CT 1	R 50 ft.	D permanent
SV none	SR no	Comp V

This spell opens stuck or locked doors, even magically held ones. It slides bolts and lifts latches. It opens secret doors, as well as locked or trick-opening boxes or chests, and also loosens shackles or chains that have been employed to hold closures shut. Non-magical items opened by a knock spell do not lock by themselves once opened. *Knock* can not raise portcullises or similar impediments, nor can it undo or untangle knots. Each spell can undo up to two means of preventing egress through a portal. If used to open a magically locked closure, *knock* does not remove the spell but simply inhibits its functioning for 10 minutes.

Lock is the reverse of *knock*. It magically locks a single portal, chest or box, preventing it from being opened by any mundane means short of breaking or bypassing the portal itself; any magical means of opening, such as *dispel magic* or *knock* work normally. The caster can freely pass the character's own lock without affecting it.

KNOW DIRECTION, Level 0 druid

CT 1	R n/a	D see below
SV n/a	SR n/a	Comp V

The caster instantly and unerringly knows which direction is north. The caster will retain this knowledge for one day, or longer if the character can locate some external reference point to help keep track of direction.

L

LEGEND LORE, Level 6 wizard

CT see below	R see below	D see below
SV n/a	SR n/a	Comp V, S, M

Great deeds, events and powers are writ large in legend, and with this spell the caster can draw upon these great tales, bringing to light knowledge about a legendary person, place or thing. If the person or thing is close at hand, or if the caster is in the place in question, the casting time is only 1d4 x 10 minutes. If the caster only possesses detailed information on the person, place or thing, the casting time is 1d10 days, and the resulting knowledge gleaned is less complete and specific. If the caster knows little beyond rumor, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete. However it may enable the caster to locate more detailed information. While casting this spell, the caster cannot engage in anything other than routine activities such as sleeping and eating. When completed, the spell brings the legends, if any exist, about the individual, location or thing to the caster's mind.

The tales reveal themselves as long-forgotten and sometimes cryptic memories, riddles or rhymes, regardless of whether the legends are current, long forgotten or obscure. Subjects lacking legendary importance provide no information whatsoever. As a rule of thumb, characters of 10th level and higher are legendary, as are the sorts of creatures they strive against, the major magical items they wield, and the places where they performed their great or nefarious deeds.

The material component for this spell is 250gp of powdered gems, a magic item, incense, blank parchment, ink, quills or silver pens.

LESSER RESTORATION, Level 2 cleric

CT 10 min.	R touch	D permanent
SV n/a	SR yes (h)	Comp V, S, DF

The strength-sapping touch of the *ray of enfeeblement,* the fiendish attacks of certain foul creatures and the insidious effects of some poisons may sap a character's attributes, reducing strength, inhibiting constitution and so on. Lesser restoration completely dispels any magical effects that have reduced the character's attribute scores, but cannot reverse permanent attribute drain.

LEVITATE, Level 2 wizard

CT 1	R personal/50 ft.	D 10 min./lvl.
SV intelligence negates	SR yes (h)	Comp V, S, F

Levitate allows the caster to float up or down through the air at a luxurious pace, moving no more than 20 feet up or down per round. Alternatively, the caster may levitate another creature or object weighing no more than 100 lbs. per level, although an unwilling creature is entitled to a saving throw. Levitation does not enable horizontal movement, although a levitating character could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half base speed). The caster needs a slender gold wire worth 5 gp to cast the spell.

LIGHT, Level 0 wizard, 0 cleric, 0 druid, 0 illusionist

CT 1	R 150 ft.	D 10 min./lvl.
SV none	SR no	Comp V, F

This spell causes an object to shed light, clearly illuminating the area around it as much as a torch, albeit with clear, white light. Although the effect is immobile, it can be cast on a movable object. Light taken into an area of magical darkness does not function. The caster needs a piece of clear quartz crystal, natural, cut or polished worth 5gp.

LIGHTNING BOLT, Level 3 wizard

CT 1	R see below	D instant
SV dexterity half	SR yes	Comp V, S, M

The caster unleashes a blinding, sizzling arc of forking electricity that deals 1d6 points of damage per caster level. The caster channels the electricity through a small iron rod (1sp) that has been left out in a thunderstorm. The bolt is 10 feet wide x 50 feet long or 5 feet wide x 100 feet long. The bolt erupts from the caster's fingertips, staff, rod or wand. It strikes creatures and objects along its sinuous path and even a couple of feet to either side, igniting combustibles, sundering wooden doors and melting metals with a low melting point, such as lead, gold, copper, silver or bronze.

If a lightning bolt causes enough damage to break through or shatter an interposing barrier, the bolt continues beyond the barrier to the extent of its range. If the bolt does not break through or is deflected, it rebounds toward the caster up to the full length of the bolt or until it strikes another barrier and rebounds again.

The material component for this spell is a small iron rod.

LIMITED WISH, Level 7 wizard

CT 1	R n/a	D see below
SV see below	SR see below	Comp V

Though the scope of the wish granted by this potent spell may be limited, much can be accomplished by the imaginative caster within its strict bounds. This spell may duplicate the effects of any wizard spell of 6th level or lower, any illusionist spell of 5th level or lower or any cleric or druid spell of 4th level or lower. It may also grant other effects in line with the power of such spells, although any effects must be approved by the Castle Keeper. The caster must be cautious in phrasing the spell though, for the desires of the greedy often end in disaster, and the spell is very literal in its fulfilment of the caster's wish. Duplicated spells allow saving throws and spell resistance as normal.

LOCATE CREATURE, Level 4 wizard

CT 1	R 450 ft.	D 10 min./lvl
SV n/a	SR n/a	Comp V, S, F

Using this spell, the caster may locate the nearest creature of a known type that they have encountered before (such as a human or unicorn), or a specific individual creature whom the caster has met, provided it is within range. The caster must possess part of the creature type sought (such as a goblin's tooth), or part or

all of an item, garment, or part of an individual creature sought (such as a lock of hair, a strip of cloth from an individual's cloak, etc. in order to use the spell. The caster slowly turns on the spot after casting the spell, attempting to sense the direction of the creature. The spell locates the nearest creature of a given type if more than one such creature is within range. Running water blocks the spell, and it can be fooled by *mislead*, *non detection*, and *polymorph* spells. It cannot detect objects.

LOCATE OBJECT*, Level 2 wizard, 2 cleric

CT 1	R 450 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, F/DF

With this spell, the caster need never fear misplacing his tower key again, for it enables the caster to sense the direction of a well-known or clearly visualized object, including apparel, jewelry, furniture, tools, weapons or even such mundane implements as a ladder. All the caster needs is a small 2gp glass lens or opaque crystal. The spell may be used to search for general items such as a stairway, a sword or a jewel, in which case the spell locates the nearest such object within its range, or the spell may be used to find a specific item, such as a particular piece of jewelry. A unique object (such as *Gideon Thorne's gold-plated quill*) may not be located unless the caster has observed that particular item first-hand. The spell is blocked by lead, fooled by polymorphing, and cannot detect creatures.

Obscure object, the reverse of this spell, may be cast on an object, thereby preventing it from being located by spells of this type, or by divinatory means such as scrying, for the duration of the spell.

M

MAGE HAND, Level 0 wizard

CT 1	R 25 ft.	D concentration
SV none	SR yes	Comp V, S

The caster points a finger at an object of 5 pounds or less, and can then lift and move it at will from a distance. The caster can move the object up to 15 feet in any direction in a round, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

MAGIC AURA, Level 0 illusionist

CT 1	R touch	D Permanent
SV none	SR yes (object)	Comp V, S, F

The caster makes an item's aura appear magical, and thus register to detection spells (and similar spells). *Identify* or a similar detection reveals the aura as false. The spell can affect 5 pounds per level of the caster.

MAGIC CIRCLE (Alignment), Level 3 cleric, 3 wizard

CT 1	R creature touched	D 3 rd./lvl.
SV none	SR no (see below)	Comp V, S, M/DF

This spell creates a magical barrier around the subject, to a distance of 10 feet, that offers protection against one axis of alignment (evil, good, chaos, or law) which is decided at the time of casting. Only one such protective spell can be in effect in one place at the same time, even if each protects against a different alignment.

The barrier moves with the subject and grants a +2 bonus to armor class and saving throws against creatures of the chosen alignment. The spell prevents bodily contact by summoned or conjured creatures of any alignment: the melee attacks of such creatures fail and the creatures recoil from the protective magic. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against, or tries to force the barrier against, the blocked creature. Spell resistance can allow a summoned or conjured creature to overcome this protection and touch the warded creature.

The magical circle also blocks any attempt to possess or exercise mental control over the warded creature by foes of any alignment. The protection does not prevent casting a spell that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the protection ends before the mental control does, the enemy caster would then be able to exercise such mental control of the creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries. The caster must beat a creature's SR in order to keep it at bay, but the bonuses and the protection from mental control apply regardless of an enemy's SR. If a creature is too large to fit into the spell's area, the spell succeeds but for that creature only.

The material component for this spell is salt.

MAGIC JAR, Level 5 wizard

CT 1	R 150 ft.	D 1 min./lvl.
SV charisma save negates	SR yes	Comp V, S, M

By casting *magic jar*, the caster places their own soul into a gem or large crystal, which must be of at least 1000gp in value, leaving the caster's own body lifeless. The caster may then attempt to take control of a nearby body, forcing the target's soul into the magic jar.

While in the magic jar, the caster can sense and attack any life force on the same plane within 10 feet per caster level. The caster, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, the caster can sense a difference of four or more HD and can determine whether a life force is positive or negative energy. Attempting to possess a body is an attack, and it is blocked by *protection from evil* or a similar ward.

The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds at a charisma save.

Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds at further saving throws if the caster attempts to possess its body again.

If successful, the caster's life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his or her intelligence, wisdom, charisma, level, class, base attack bonus, prime attributes, alignment, and mental abilities while the host body retains its strength, dexterity, constitution, hit points, natural abilities and extraordinary abilities such as water breathing or regeneration. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

The caster may move back to the jar, returning the trapped soul to its body, at any time; and may thereafter attempt to possess another body. The spell ends when the caster chooses to return to the caster's own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range. When the caster's soul transfers to the jar, the caster's original body is, as near as anyone can tell, dead.

If the host body is slain the caster returns to the magic jar, if within range, and the life force of the host dies. If the host body is slain beyond the range of the spell, both the caster and the host die. Any life force with nowhere to go is treated as slain.

At the end of the spell, the caster's soul returns to the caster's body, regardless of whether the soul is in the magic jar or a host body. Should a host's soul be in the magic jar at the end of the spell, the soul returns to the host's body. However, if the caster's soul or the host's soul is too far distant from its body, then the caster or host, possibly both, will die. Destroying the receptacle ends the spell. A magic jar may also be dispelled by casting a *dispel magic* (or greater) spell on either the receptacle or the host.

The material component for this spell is a 1000gp gem.

MAGIC MISSILE, Level 1 wizard

CT 1	R 150 ft.	D n/a
SV none	SR yes	Comp V, S

A missile of magical energy flies from the caster's hand and unerringly strikes its target. The missile deals 1d4+1 points of damage. As long as the caster can see the target and all the targets are in a 25 foot diameter area, the missile will hit. Specific parts of a creature cannot be singled out.

For every two levels of experience past first level, the caster gains an additional missile. The caster has two at 3rd level, three at 5th level, four at 7th level, and so on. If the caster shoots multiple missiles, the caster can have them strike a single creature or several different creatures. The caster must designate targets before rolling for damage or SR.

MAGIC MOUTH, Level 2 wizard, 2 illusionist

CT 1	R touch	D permanent
SV n/a	SR yes (object)	Comp V, S

This spell imbues an object with an enchanted mouth that appears and speaks its message when a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster. The mouth cannot cast spells.

The spell activates when specific conditions set by the caster are fulfilled. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. The spell reacts to what appears to be real: disguises and illusions can fool it. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish invisible creatures, alignments, level, HD or class (except by garb). The range limit of a trigger is 5 feet per caster level.

MAGIC STONES, level 1 druid

CT 1	R touch	D n/a
SV n/a	SR n/a	Comp M

The caster enchants three pebbles or rocks, no larger than sling bullets, to strike with great force when thrown or slung. The creature using the stones makes a normal ranged attack at +1 to hit. Each magic stone that hits deals 1d6+1 points of damage. Against undead creatures, this damage is doubled (2d6+2 points).

MAJOR CREATION, Level 5 illusionist

CT 10 min.	R 10 ft.	D see below
SV n/a	SR n/a	Comp V, S, M

This spell creates a nonmagical item of vegetable, stone, crystal, metal or gem matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an intelligence check to make a complex item. The duration of the created item varies with its relative hardness and rarity: vegetable matter lasts 2 hours/level; stone, crystal and base metals last 1 hour/level; precious metals last 20 minutes/level; gems last 10 minutes/level; mithral lasts 2 rounds/level; adamantite lasts 1 round/level.

The material component for this spell is ghost's breath.

MAJOR DARK CHAOS, Level 4 illusionist

CT 3	R 15 ft.	D 2 rds.
SV ingelligence negates	SR yes	Comp V, S

A dark pair of smoky tendrils comes from the hands of the illusionist who can use them like whips. They hit automatically and do 10 points of damage to their victims unless an intelligence save is made. The tendrils last 2 rounds and the victims get a separate saving throw for each attack by a tendril.

MAJOR IMAGE, Level 3 illusionist

CT 1	R 450 ft.	D see below
SV intelligence (disbelief)	SR no	Comp V, S

This spell creates the illusion of an object, creature, or force, as visualized by the caster. Sound, smell, and thermal illusions are all within the spells power to create. Creatures who view the illusion believe it, and can suffer damage from illusions. Hit point damage is suffered from damage to the mind/psyche. While concentrating, the caster can move the image within the range. The image persists for 3 rounds after the caster ceases concentrating. The image disappears if an opponent makes the saving throw. The spell affects a 40 cubic foot area + 10 cubic feet per level.

MASS CHARM, Level 8 wizard, 8 illusionist

CT 1	R 50 ft.	D 1 day/lvl.
SV charisma negates	SR yes	Comp V, S

This charm affects from one to a number of creatures whose combined HD do not exceed twice the caster's level, and are located in a 50 square foot area. If there are more potential targets than the caster can affect, the caster chooses them one at a time until reaching a creature whose HD bring the total above the spell's maximum.

The targets regard the caster as a trusted friend and ally. If the creatures are currently being threatened or attacked by the caster or the caster's allies, they receive a +5 bonus on their saving throw. The spell does not enable the caster to control the charmed creatures like automatons, but the subjects perceive the caster's words and actions in the most favorable way. The caster can try to give a subject orders, but must succeed at a charisma check to convince the subject to do anything it wouldn't ordinarily do. Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands.

MASS HEAL*, Level 8 cleric

CT 1	R 25 ft.	D n/a
SV none	SR yes (h)	Comp V, S, DF

This powerful curative enables the caster to wipe away disease and injury in several creatures within a 25 square foot area. It completely cures all hit point damage, all diseases, blindness, deafness and all temporary ability damage. It neutralizes poisons in a subject's system, so that no additional damage or effects are suffered. It nullifies a *feeblemind* spell. It cures mental disorders caused by nature, spell or injury to the brain. Mass heal does not restore permanently drained levels, or restore permanently drained ability scores. The reverse of the spell, *mass harm*, drains the targets of all but 4 hit points and causes disease in the subjects (see *remove disease*).

A *mass heal* spell cast upon undead creatures affects them as if the *mass harm* spell were cast. A *mass harm* spell cast upon undead creatures affects them as if the *mass heal* spell were cast.

MASS INVISIBILITY, Level 7 wizard, 7 illusionist

CT 1	R 50 ft.	D see below
SV Int negates (h)	SR yes (h)	Comp V, S, M

The group of creatures targeted vanish from sight, even from darkvision, deepvision, and twilight vision. If the recipients are carrying gear, the gear vanishes too. Individuals in the group cannot see each other, unless they can normally see invisible things or employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The subjects are not magically silenced, and certain other conditions can render the recipients detectable (such as stepping in a puddle). The spell ends if anyone in the group attacks any creature, including casting a spell targeting a foe or whose area or effect includes a foe. Actions directed at unintended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly it becomes visible immediately along with all its gear. Note that spells specifically affecting allies but not foes are not attacks for this purpose, even when they include foes in their area.

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

The material component for this spell is the dust of a spider's eye.

MASS SUGGESTION, Level 6 wizard, 5 illusionist

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, M

The spell is the same as *suggestion* except that this spell can affect more creatures. The caster influences the actions of the creatures by suggesting a course of activity (limited to a sentence or two). The number of creatures affected is equal to one per level of the caster and all must be within a 25 foot area. The suggestion must be worded in such a manner as to make the activity sound reasonable. The victim must understand the language of the caster making the suggestion. Any attempt to suggest an act that would be harmful to the victim or something severely at odds with their behavior will allow the affected creature to automatically break the enchantment. The Castle Keeper is free to factor in penalties to the victim's saving throw for quite reasonable suggestions as well as give the target bonuses to their saves for unreasonable or harmful suggestions.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The caster can instead specify conditions that will trigger

a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

The material component for this spell is a small piece of wood.

MAZE, Level 8 wizard, 7 illusionist

CT 1	R 25 ft.	D see below
SV none	SR yes	Comp V, S

The caster conjures up an extra-dimensional labyrinth, and the subject vanishes into it. The subject's intelligence score determines the time it takes to find a way out of the maze: under 3 takes 2d4 days; 3-5 takes 1d4 days; 6-8 takes 5d4 hours; 9-12 takes 4d4 minutes; 13-15 takes 3d4 rounds; 16-17 takes 2d4 rounds; 18 takes 1d4 rounds.

On leaving the maze, the subject reappears in the spot it had been in when the maze spell was cast. If this spot is filled with a solid object, the subject appears nearby. Spells and abilities that move a creature within a plane do not help a creature escape a maze spell, although the character can escape by using spells to a different plane. Minotaurs and the like are not affected by this spell.

MELD INTO STONE, Level 3 druid

CT 1	R n/a	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, DF

The caster's body and possessions meld into stone (the stone must be large enough to accommodate the body in all three dimensions). While in the stone, the caster remains in contact with the face of the stone, remains aware of the passage of time, and can cast personal spells while hiding. Nothing that goes on outside the stone can be seen, but it can be heard. At any time before the spell expires, the caster can step out of the stone through the surface originally entered. If the spell's duration runs out or the effect is dispelled before the caster voluntarily exits the stone, the caster is expelled.

Minor physical damage to the stone does not harm the caster, but its partial destruction, to the extent that the caster no longer fits within it, expels the caster and deals 5d6 damage. The stone's complete destruction expels and slays the caster instantly unless a successful constitution save is made at +3. The following spells cause harm to the caster if cast upon the stone: *stone to flesh* expels the caster and deals 5d6 damage; *stone shape* deals 3d6 damage but does not expel the character; *transmute rock to mud* expels and slays the caster unless a constitution save at +3 is made; *passwall* expels without damage.

MENDING, Level 0 wizard, 0 illusionist

CT 1	R 25 ft.	D n/a
SV n/a	SR n/a	Comp V, S

This spell repairs small breaks or tears in objects of no more than 5 pounds in weight. In metallic objects, it will weld a broken ring, a chain link, a medallion or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely fixed over by mending. The spell cannot repair a magic item.

MESSAGE, Level 0 wizard, 0 illusionist

CT 1	R 450 ft.	D 1 rd./lvl.
SV n/a	SR n/a	Comp V, S

The caster can whisper messages and receive a reply with little chance of being overheard. The caster points a finger at one creature to be included in the spell effect and must mouth the words and whisper, possibly allowing the opportunity to read lips. Magical silence blocks the spell, but otherwise, as long as the caster can see the targeted creature, the message is heard. The creature who receives the message can whisper a reply that the caster hears. The spell doesn't transcend language barriers.

METEOR SWARM, Level 9 wizard

CT 1	R 450 ft.	D instant
SV see text	SR yes	Comp V, S

Meteor like fireballs, spewing sparks and leaving a fiery trail, streak in a straight line from the caster toward a chosen spot. The caster may choose either four large 2-foot diameter or eight small 1-foot diameters spheres. Any creature in the straight line path of these spheres takes 9d6 points of fire damage with no save allowed. The large spheres follow a path 10 feet wide, and the small spheres follow a path 5 feet wide.

If the spheres reach their destination, each bursts in a spread. Each spread indicated below creates overlapping areas of effect, and creatures in an overlap area must save against each sphere separately or suffer damage. A successful dexterity save reduces damage by half for the burst damage indicated below.

The four large spheres explode with their points of origin forming a diamond or box pattern around the spell's target designated upon casting. Each large sphere has a 30 foot diameter spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts. Each sphere deals 1d4 x 10 fire damage.

The smaller spheres have a 15-foot diameter spread, and each deals 1d4 x 5 fire damage. They explode with their target forming a pattern around the spell's central point of origin (which the wizard designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.

MIND BLANK, Level 9 cleric, 8 wizard, 9 illusionist

CT 1	R 25 ft.	D 1 day
SV charisma negates (h)	SR yes (h)	Comp V, S

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts, and is immune against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish* and *wish*, when they are used in such a way as to affect a subject's mind or to gain information about him. In the case of scrying that scans an area the spell's subject is in, the spell works but the spell's subject simply isn't detected. Scrying attempts targeted specifically at the subject do not work at all.

MINOR DARK CHAOS, Level 1 illusionist

CT 1	R 5 ft.	D 2 rds.
SV intelligence negates	SR yes	Comp V, S

A dark pair of smoky tendrils comes from the hands of the illusionist who can use them like whips. They hit automatically and each do 3 points of damage to their victims unless an intelligence save is made. The tendrils last 2 rounds and the victims get a separate saving throw for each attack by a tendril.

MINOR CREATION, Level 4 illusionist

CT 1 min.	R 10 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

This spell creates a non–magical item of non living vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an intelligence check to make a complex item.

The material component for this spell is a tiny piece of matter.

MINOR GLOBE OF INVULNERABILITY, Level 4 wizard

CT 1	R personal	D 1 rd./lvl.
SV none	SR no	Comp V, S, M

When this spell is cast, a faintly shimmering 10-foot diameter sphere of arcane energy surrounds and is centered on the caster. The globe acts as an impenetrable field against any 1st, 2nd, or 3rd level spell, spell-like ability or spell-like effect, even if the globe is located within the areas affected by such spells. Spells and effects targeting or encompassing the globe are not dispelled, but wash harmlessly against and over it. Anyone in the globe, however, may cast spells in, through or outside of the globe. Spells of 4th level and higher are not affected by the globe itself, but it can be brought down by *dispel magic*. The globe moves with the caster.

The material component for this spell is a small clear 1gp bead or sphere.

MINOR IMAGE, Level 2 illusionist

CT 1	R 450 ft.	D see below
SV intelligence (if disbelieves)	SR no	Comp V, S

This spell creates the illusion of an object, creature or force as visualized by the caster. Its area of effect is a 40 foot cube + 10 cubic feet per level. The spell includes some minor sounds, but not understandable speech. The illusion does not create smell, texture or temperature. The caster's can move the image within the limits of the spell's area of effect. The image persists for 2 rounds after the caster's concentration ceases.

Creatures who view the illusion believe it, and can suffer damage from it. The image disappears if the viewer makes a saving throw.

MIRAGE ARCANA, Level 4 illusionist

CT 5 min.	R 150 ft.	D see below
SV intelligence	SR no	Comp V, S, M

This spell is like *hallucinatory terrain*, but it can effect or add man-made structures to the illusion. The area of effect is 10 square feet per level. The caster makes natural terrain look, sound, feel and smell like some other sort of natural terrain. Structures in the area can be altered to look different, or illusory structures can be added. Items and creatures within the area are not hidden or changed in appearance, although they can hide within the illusion as if it were real.

The illusion includes audible, visual, tactile and olfactory elements. The illusion persists until dispelled or disbelieved by an intelligent creature and requires an appropriate piece of terrain to mimic.

The material component for this spell is the dust of a fey arrow.

MIRROR IMAGE, Level 2 wizard, 2 illusionist

CT 1	R see below	D 3 rd./lvl.
SV none	SR no	Comp V, S

Illusory duplicates of the caster pop into being and mimic the caster's actions, making it difficult for enemies to know which target to attack. The spell creates 1d4+1 images. The images stay near the caster and disappear when struck. The images remain in a cluster or form a line, each within 5 feet of at least one other figment or the caster. Observers can't use vision or hearing to tell which one is the caster and which the image. Enemies attempting to attack the caster or cast spells at the caster must select from among indistinguishable targets.

Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack roll against a figment destroys it. A figment's armor class is equal to the caster's. An attacker must be able to see the images to be fooled.

MIRROR WALL, Level 5 illusionist

CT 1	R 50 ft.	D 2 rds./lvl.
SV intelligence negates	SR yes	Comp V, S

The spell creates the illusion of a perfect mirror filling a corridor, portal, or the space between the caster and the victims of the illusion. The mirror wall is 5 square feet per level of the caster and is one inch thick. If the victims fail to make their save, the mirror is an impenetrable wall that can only be brought down by *dispel magic, disintegrate, rod of cancellation, a sphere of annihilation, disjunction*, or similar spell or power. It also bounces every spell or ranged attack back at the caster or attacker if they fail to make a second intelligence save.

MISDIRECTION, Level 2 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV wisdom negates	SR no	Comp S

This spell misdirects other spells that reveal auras and information. On casting the spell, the caster chooses a subject and another object (within range) to serve as the decoy. For the duration of the spell, detection spells provide information based on the decoy rather than on the actual target of the detection attempt, unless the caster of the detection succeeds at a wisdom saving throw.

MISLEAD, Level 6 illusionist

CT 1	R 25 ft.	D 1 rd./lvl.
SV intelligence (disbelief)	SR no	Comp S

An illusory double of the caster appears, and at the same time, the caster is affected as if by an *invisibility* spell. The caster is free to go elsewhere while the caster's double moves away. The double appears within the spell's range, but thereafter moves according to the caster's intent at the time of casting. The caster can make the figment appear superimposed perfectly over the character's own body so that observers don't notice an image appearing and the caster turning invisible. The caster and the figment can then move in different directions. The double moves at the caster's speed, can talk and gesture as if it were real, and even smells and feels real. The double cannot attack or cast spells, but it can pretend to do so.

MNEMONIC ENHANCER, Level 4 wizard

CT 10 min.	R n/a	D see below
SV n/a	SR n/a	Comp V, S, M, F

The caster prepares or retains additional spells. The additional spell or spells prepared or retained fade after 24 hours (if not cast). There are two versions of the spell.

Prepare: The caster prepares up to three additional levels of spells. A 0 level spell counts as one-half level for these purposes. The character prepares and casts these spells normally.

Retain: The caster retains any spell up to 3rd level that the caster had cast up to 1 day before casting the mnemonic enhancer. This version restores the previously cast spell to the caster's mind.

The material components for this spell are a 50gp item that has a flat surface, such as a mirror, and a special ink worth 50gp.

MOVE EARTH, Level 6 wizard

CT see below	R 450 ft.	D see below
SV none	SR no	Comp V, S, M

This spell moves dirt, possibly collapsing embankments, moving hillocks, shifting dunes, etc. Rock formations cannot be moved. The area to be affected determines the casting time. For every 10 foot x 10 foot area, casting takes 3 minutes. The maximum area, 800 feet by 800 feet, takes 4 hours to move. The earth moved cannot exceed 10 feet in depth. Casting the spell requires a handful of earth and a wand, rod or staff.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. The material component for this spell is an earthworm.

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NEUTRALIZE POISON, Level 4 cleric, 3 druid, 5 illusionist

CT 1	R touch	D permanent
SV constitution negates (h)	SR yes (h)	Comp V, S, DF

The caster detoxifies any sort of venom in one creature or in one object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended. But the spell does not reverse effects the poison may have already inflicted, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

The illusionist version of the spell acts in the same manner with one important exception. The spell recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion.

NIGHTMARE, Level 5 illusionist

CT 10 min.	R unlimited	D see below
SV charisma negates	SR yes	Comp V, S

The caster sends a hideous and unsettling phantasmal vision to a single specific creature whom the caster names or specifically designates. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject tired and unrested, and unable to regain arcane spells for the next 24 hours. *Dispel evil* cast on the subject while the caster is casting the spell dispels the nightmare and stuns the caster for 10 minutes per caster level of the *dispel evil.* If the recipient is awake when the spell begins, the caster can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon the caster becomes alert again and completes the casting. If the caster is disturbed during the trance, the spell ends. If the caster chooses to enter a trance, the caster is not aware of the caster's surroundings or the activities around the caster while in the trance. The caster is defenseless, both physically and mentally, while in the trance. Creatures who don't sleep or dream are immune to this spell.

NONDETECTION, Level 3 wizard, 3 illusionist

CT 1	R 25 ft.	D 1 hr./lvl.
SV see below	SR yes (h)	Comp V, S, M

The warded creature or item becomes difficult to detect by a divination spell or device. If a divination is attempted against the warded creature or item, the caster of the divination must make a wisdom saving throw, with the challenge level being equal to the level of the spellcaster who cast *nondetection*. If cast on a creature, non detection wards the creature's gear as well as the creature itself. *Nondetection* can only be cast on one creature or item.

The material component for this spell is a reflective device worth at least 50gp to cast.

O

OBSCURING MIST, Level 1 druid, level 1 illusionist

CT 1	R n/a	D 1 min./lvl.
SV none	SR no	Comp V, S

A stationary, misty vapor arises around the caster and obscures all sight, including special visions, beyond 5 feet but within an area of 25 by 20 by 10 feet. A creature 5 feet away has one-half concealment, and creatures farther away have total concealment.

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fire spell burns away any fog within the spell's area of effect. This spell does not function underwater. The caster can move out of the mist once it is created.

OPEN/CLOSE. Level 0 wizard

CT 1	R 25 ft.	D n/a
SV n/a	SR n/a	Comp V, S

The caster can open or close a normal latched door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity the spell fails. The spell can only open and close things that are of standard weight.

P

PASSWALL, Level 5 wizard

CT 1	R 50 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

The caster creates a temporary passage through a wall that is 5 feet wide, 8 feet tall and 10 feet deep. Several passwall spells can form a continuing passage to breach very thick walls, when one spell is insufficient. When *passwall* ends, creatures within the passage are harmlessly ejected to the nearest corridor, passage or other exit.

The material component for this spell is a ball of hardened candle wax which the caster pierces at the time of casting.

PASS WITHOUT TRACE, Level 1 druid

CT 1	R touch	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S

Upon receiving this dweomer, the subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subject is impossible by nonmagical means.

PERMANENCY, Level 5 wizard

CT 2	R n/a	D permanent
SV none	SR no	Comp V, S

This powerful spell makes certain other spells permanent, assuming that the caster has attained a required level of experience and is otherwise able to cast the spell to be made permanent. Making spells permanent results in the temporary loss of 1 point of constitution for 1 month, with the caster needing to make a constitution saving throw to prevent the loss from remaining permanent.

The caster can make any of these spells permanent in regard to the character's person: *comprehend languages, detect magic, detect poison, endure elements, protection from arrows, read magic, see invisibility, tongues,* and *water breathing*. This application of permanency can be dispelled only by a caster of greater level than the caster was when he or she cast the spell.

In addition to personal use, permanency can be used to make the following spells permanent on the caster, another creature, an object, or an area (as appropriate): *alarm, confusion, dancing lights, enlarge, ghost sound, gust of wind, invisibility, magic mouth, phase door, prismatic sphere, scare, stinking cloud, symbol, teleportation circle, wall of fire, wall of force,* and *web*. Spells cast on other creatures, objects or locations (instead of the caster) are vulnerable to *dispel magic* as normal.

The Castle Keeper may allow other selected spells to be made permanent, based on an appropriate amount of time and money spent researching this application of a given spell. If the Castle Keeper has already determined that the application is not possible, the research automatically fails.

PERMANENT IMAGE, Level 6 illusionist

CT 1	R 150 ft.	D permanent
SV intelligence	SR no	Comp V, S, M

This spell creates a permanent illusion of an object, creature or force, as visualized by the character. Sound, smell and thermal illusions are included in the spell effect. The illusion can cover a 20 foot cubic area plus 10 cubic feet per level of the spell caster. Creatures who view the illusion believe it, and can suffer damage from it. Hit point damage is suffered from damage to the mind/psyche. The illusion follows a script determined by the caster, without requiring the caster's concentration. The illusion can include intelligible speech if the caster wishes. The image disappears if an opponent disbelieves for some reason and makes the required saving throw.

The material component for this spell is a 100gp lens.

PERSISTENT IMAGE, Level 5 illusionist

CT 1	R 150 ft.	D 1 min./lvl.
SV intelligence	SR no	Comp V, S

This spell creates the illusion of an object, creature, or force, as visualized by the character. Sound, smell, and thermal illusions are included in the spell effect. Creatures who view the illusion believe it, and can suffer damage from it. Hit point damage is suffered from damage to the mind/psyche. The illusion follows a script determined by the caster, without requiring the caster's concentration. The illusion can include intelligible speech if the caster wishes. The image disappears if an opponent disbelieves for some reason and makes the required saving throw. The spell's area of effect is 20 foot cube plus 10 cubic feet per level of the caster.

PHANTASMAL KILLER, Level 4 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV see below	SR yes	Comp V, S

The caster causes a manifestation, in the target's mind, of the most horrific creature imaginable. This creature is the formulation of all the subconscious fears of the target, brought into a very convincing and deadly illusion. Only the caster and the target can see the phantasmal killer. The killer makes an illusory attack upon the target, who must make a successful intelligence saving throw or instantly die from fear and psychic damage. A successful saving throw results in 4d6 damage.

The phantasmal killer cannot be damaged, and will pass through all physical barriers to reach the target. The killer cannot pass through magical protections such as a *globe of invulnerability*, or through any area of anti-magic.

Likewise, if the illusionist casting the spell is killed before the effect reaches the target, the spell ends. In rare circumstances, such as when the target makes a successful saving throw and is wearing a *helm of telepathy*, the target can turn the killer back upon the caster just as if the target cast the spell in the first place.

PHASE DOOR, Level 7 wizard

CT 1	R touch	D see below
SV n/a	SR n/a	Comp V

The spell creates an ethereal passage and space through a wall that only the caster can see and use. The caster disappears when entering the phase door and appears again upon exiting. The caster can enter the passage once for every two levels of experience, and it is permanent until the caster has done so. The caster may take additional creatures through the door, but each one counts as one use of the spell.

The door does not allow light, sound or spell effects through it, nor can the caster see through it without exiting or entering it. Gems of *true seeing* and similar magic reveal the presence of a phase door but do not allow its use. A *phase door* is subject to *dispel magic*.

Anyone inside a phase door when it is dispelled is killed instantly. The area of effect for this spell is a 5 by 8 by 10 feet.

PLANE SHIFT, Level 5 cleric

CT 1	R touch	D Permanent
SV see below	SR yes (h)	Comp V, S, DF

The caster and up to 8 creatures are transported to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight creatures, including the caster, can be affected by the spell. The spell transports the creatures to the designated plane or dimension only. All beings transported must find other means to travel back to the originating plane. Unwilling recipients of the plane shift can resist the effect with a successful wisdom save. The Castle Keeper determines whether the caster reaches a specific destination and all other matter related to the travel and arrival on the other plane.

PLANT GROWTH, Level 3 druid

CT 3	R 450 ft.	D n/a
SV none	SR no	Comp V, S, DF

This spell causes normal vegetation within range to become thick and overgrown. The plants intertwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 10 feet per round for man-sized or smaller creatures, or 20 feet per round for larger creatures. The Castle Keeper may allow faster movement for very small or very large creatures. The area must have brush and trees in it for this spell to take effect. The new growth is permanent unless destroyed or dispelled. At the caster's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet or a quarter circle with a radius of 200 feet. The caster may also designate areas within the area that are not affected.

Alternately, plant growth can be used to create a 50% improvement in the vitality and production of all crops within a two mile radius of the caster. This usage can affect a given area only once per year.

POLYMORPH ANY OBJECT, Level 8 wizard, 9 illusionist

CT 1	R 50 ft.	D see below
SV wisdom negates	SR yes (h)	Comp V, S, M

While this spell can operate as a more powerful version of *polymorph other*, it is not restricted to transforming creatures. Objects and creatures targeted by this spell can be transformed into any other creature or object the caster desires. For example, this spell could be used to change a needle into a sword, a beetle into a dragon, a chair into a dwarf or a kobold into a horseshoe. The duration of the spell is determined by the degree of change enacted. This spell cannot be used to create magic items.

An unwilling living target is entitled to a wisdom saving throw to resist the effects of the spell. If the form assumed is inanimate, creatures are placed in a state of suspended animation until either the spell expires or until dispel magic is cast. A living creature polymorphed into the form of another living creature risks assuming the consciousness of the new form as detailed in *polymorph other*, and the other details of that spell apply as well. Use of the spell in that manner has a permanent duration, unless the size changed into is more than double the creature's normal height. If more than double, the spell lasts 12 hours. Upon changing, the creature regains 1d4 hit points. If slain, the creature reverts to his or her original form, but remains dead.

The change is permanent for inanimate objects changed into other inanimate objects as long as the general size and volume remains the same or less. Changing an object into a larger size results in the spell lasting 12 hours. Changing a creature into an object, or vice-versa, results in the spell lasting 1d4 hours if the size and volume remains the same or less. Changing creatures into larger sizes results in the spell lasting only 1d4 x 10 minutes.

This spell can also be used to duplicate the effects of *polymorph other*, *transmute flesh and stone*, *transmute mud and rock*, and *transmute metal and wood*.

The material components are butterfly wings and a bit of clay.

POLYMORPH

Polymorph is a single spell; however, it acts differently if cast upon someone other than the caster or if the caster casts it upon himself. Refer to the spell description below for casting on "other" and for casting on "self".

Polymorph Other, Level 4 wizard, 8 illusionist

CT 1	R 50 ft.	D permanent
SV wisdom negates (h)	SR yes	Comp V, S, M

The caster causes another creature to assume the body, abilities and potentially the consciousness of another form of another creature. An unwilling target gets a wisdom save to resist the spell. Additionally, a creature polymorphed into the form of another risks assuming the consciousness of the new form. For every 12 hours spent in the new form, the creature must succeed at a wisdom save or become a member of the species in question in both form and consciousness, forgetting everything associated with the prior form, including friends, family, experiences and training. If the magic is dispelled, the target regains its former memories and personality.

In all other regards, this spell acts like *polymorph self*. Size can be no larger than twice the creature's normal height. The caster retains control over both minor and significant physical qualities. Upon changing back to an original form, the polymorphed creature regains 1d4 hit points. If slain, the creature reverts to his or her original form, but remains dead.

The material components for this spell is butterfly wings.

Polymorph Self, Level 4 wizard, 8 illusionist

CT 1	R n/a	D 10min./lvl.
SV n/a	SR n/a	Comp V

The caster takes the form of another creature. The new form can range in size from as small as a hummingbird to a size up to twice the caster's normal height. A polymorphed character can be changed into a member of his or her own species. The caster can change his or her form as often as desired during the spell's duration. Each transformation takes one round.

The polymorphed caster acquires the physical and natural abilities of the new form while retaining his or her own mental abilities and limitations. Physical and natural abilities include the natural size, armor class, natural weapon attack types and damage and similar physical qualities such as mundane movement capabilities (like flying or swimming), and vision capabilities. Physical and natural abilities do not include magical flight and other magical forms of travel, spell-like abilities, supernatural abilities or other extraordinary abilities.

Moreover, a caster does not gain the ability to make more attacks than is normal for the character just because the creature type transformed and naturally has extra limbs, wings, or a tail. For example, a caster capable of one attack per round might polymorph into a lion. A lion can make three attacks per round - bite, and two claws. The caster polymorphed into a lion, however, may make only one attack although the caster may choose either a bite or a claw attack. If the attack succeeds, the damage inflicted is normal for a lion.

The caster can freely designate the new form's minor physical qualities such as hair color, hair texture and skin color within the normal ranges for a creature of that type. The new form's significant physical qualities such as height, weight and gender are also under the caster's control, but must fall within the norms for the new form's species.

Unlike physical abilities, the caster retains his own mental abilities, prime attribute designations when applicable to the new form, level and class, hit points, alignment and class to hit bonus. If the new form possesses strength, dexterity and/or constitution attributes, the new scores are applied and thus may affect attack bonuses and attribute checks. The character retains his or her own type, extraordinary abilities, spells and spell-like abilities. A character that can cast spells needs a humanlike voice for verbal components and humanlike hands for somatic components.

When the polymorph occurs, the caster's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. Components and foci melded in this way cannot be used to cast spells. If the new form uses equipment, the caster's equipment changes to match the new form and retains its properties. Incorporeal and gaseous forms cannot be assumed.

Upon changing back to his original form, the caster regains 1d4 hit points. If slain, the character reverts to his or her original form, but remains dead.

Common sense must be applied when a polymorph spell comes into play. The above spell descriptions should adequately address most uses of the polymorph spells. In those other unique instances, the Castle Keeper should utilize the above as a guideline for issuing rulings on the spell's effect to the players.

POWER WORD BLIND, Level 8 wizard, 8 illusionist

CT 1	R 50 ft.	D see below
SV none	SR yes	Comp V

This one-word spell unleashes a torrent of power that blinds one or more creatures within the area of effect to a maximum of 100 HP. It affects creatures with the lowest hit point totals first, one at a time until the next target would put the spell over the limit of 100. Creatures with over 100 hit points are not affected. The duration of the spell depends on the total hit points of affected creatures. A creature with up to 50 hit points is blinded for 1d4 minutes, while a creature with 51 to 100 hit points is blinded for 1d4+1 rounds. The area of effect for this spell is 25 x 25 feet.

POWER WORD KILL, Level 9 wizard, 9 illusionist

CT 1	R 50 ft.	D n/a
Sv none	SR yes	Comp V

This one-word spell can blast the life out of either a single creature or a group of creatures within the area of effect. The caster must

decide whether to target an individual creature or a group before the spell is cast. If targeted at a single creature, that creature dies if it has 70 or fewer hit points. If cast as an area spell effect, it kills all creatures in the area of effect that have 15 or fewer hit points, up to a total of 140 hit points of such creatures. The spell affects creatures with the lowest hit point totals first, until the next creature would put the total over the limit of 140. The area of effect for this spell is 25 x 25 feet.The illusionist version of this spell slays through a catastrophic attack on the mind.

POWER WORD STUN, Level 7 wizard, 7 illusionist

CT 1	R 50 ft.	D see below
SV none	SR yes	Comp V

This one-word spell stuns one creature of the caster's choice, regardless of whether the creature can hear the word or not. A creature with 40 or fewer hit points remains stunned for 4d4 rounds; one with 41 to 80 hit points is stunned for 2d4 rounds; one with 81 to 120 hit points is stunned for 1d4 rounds; and a creature with 121 hit points or more is not affected. A stunned creature cannot act for the duration of the spell. The area of effect for this spell is 25 x 25 feet.

PRAYER, Level 3 cleric

CT 1	R see below	D 1 rd./lvl.
SV none	SR yes	Comp V, S, DF

The caster and the caster's allies gain a +1 bonus on attack rolls, weapon damage rolls and saving throws while their foes suffer a -1 penalty on such rolls. The spell affects all beings within the spell's 50 square foot area of effect.

PRESTIDIGITATION, Level 0 wizard, 0 illusionist

CT 1	R 10 ft.	D see below
SV n/a	SR yes	Comp V, S

The rudimentary *prestidigitation* spell is a building block for arcane study, and enables the caster to perform a variety of simple magical effects. This spell can clean, soil, or alter the color of items in a 1-foot cube. It can chill, warm or flavor 1 pound of non living material. It can move up to 1 pound of matter. It can create effects like a puff of smoke, very minor illusions, sound effects or temporary change in color. This spell can never inflict damage or disrupt the casting of other spellcasters. *Prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning or soiling it) persists for only 1 hour.

PRISMATIC SPHERE, Level 9 wizard, 9 illusionist

CT 1	R n/a	D 10 min./lvl.
SV see below	SR see below	Comp V

This powerful spell conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds and protects the

caster from all forms of attack. The sphere flashes in seven colors, each of which has a distinct power and purpose. The caster can pass in and out of the sphere without harm. Typically, only the upper hemisphere of the globe is seen because the caster is at the center of the sphere, so the lower half is beneath ground level.

The sphere blocks any attempt to project something through it, including spells. Other creatures, who may attempt to attack the caster through the sphere or pass through it, suffer the effects of each color, one at a time.

Any creature with fewer than 8 HD within 20 feet of the sphere that gazes directly upon it is blinded for 2d4 minutes by the colors. The accompanying table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere and the magic needed to negate each color.

The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A rod of cancellation or a *disjunction* spell destroys a prismatic sphere, but *dispel magic* can only work against the violet globe. Spell resistance is effective against a prismatic sphere, but the check must be repeated for each color present.

The area of effect for this spell is a 20-foot diameter sphere.

Order	Color	Effects of Globe	Negated by
1st	Red	Stops nonmagical ranged weapons; causes 10 HP damage	Cone of Cold
2nd	Orange	Stops magical ranged weapons; causes 20 HP damage	Gust of Wind
3rd	Yellow	Stops poisons, gasses, and petrification; causes 40 HP damage	Disintegrate
4th	Green	Stops breath weapons; Con save vs. Poison or die	Passwall
5th	Blue	Stops divination and mental attacks; Wis save or turn to stone	Magic Missile
6th	Indigo	Stops all spells; Wis save or become insane	Continual Flame
7th	Violet	Energy field; Int save or banished to another plane	Dispel Magic

PRISMATIC SPRAY, Level 7 illusionist

CT 1	R 50 ft.	D 10 instant
SV see text	SR see text	Comp V, S

This spell causes seven shimmering, intertwined beams of multicolored light to spray from the caster's hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, as determined by rolling 1d8 for each beam. The area of effect is a cone 15 feet wide by 50 feet long.

1d8	Color of Beam	Effect
1	Red	10 points damage
2	Orange	20 points damage
3	Yellow	40 points damage
4	Green Poison	Con save vs. Poison or die
5	Blue	Wis save or turn to stone
6	Indigo	Wis save or become insane
7	Violet	Int save or banished to another plane
8	Struck by two rays roll again twice, ignoring any result of 8.	

PRISMATIC WALL, Level 8 illusionist, 9 druid

CT 1	R 50 ft.	D 10 min./lvl.
SV see below	SR see below	Comp V, S

This spell is like *prismatic sphere*, except the spell takes the form of a scintillating wall of colors that continually flow and shift into each other, creating a kaleidoscope effect. The wall's dimensions are 4 feet wide by 2 feet high per caster level. A *prismatic wall* materializing in a space occupied by a creature is disrupted and the spell is wasted. In all other respects but form, the spell acts as a *prismatic sphere*.

PRODUCE FLAME, Level 2 druid

CT 1	R n/a	D 1 min./lvl.
SV none	SR yes	Comp V, S

Upon casting this spell, a bright flame, about the size of a torch, appears in the caster's hand. The flames illuminate as torches do, and will not harm the caster. The flame is real and will ignite combustible materials that are brought into contact with it.

The flames can be used to attack. The caster can hurl them or use them to touch enemies. Successful touch attacks deal 1d4+1 point per two caster levels. The flame can be thrown up to 50 feet, igniting any combustible materials at the point of impact and causing the same damage as a touch attack to any creature struck. The spell ends immediately after the attack.

PROGRAMMED IMAGE, Level 6 illusionist

CT 1	R 150 ft.	D 1 rd./lvl.
SV intelligence to disbelieve	SR no	Comp V, S, M

This spell creates the illusion of an object, creature or force, as visualized by the caster. Sound, smell and thermal illusions may be all included in the spell effect. Creatures who view the illusion believe it, and can suffer damage from illusions. Hit point damage is suffered from damage to the mind/psyche. The illusion activates when a specific condition occurs, chosen when the spell is cast. The trigger can be based upon any condition normally obvious to the senses. The illusion follows a script determined by the caster without requiring the caster's concentration, and can include intelligible speech if the caster wishes. The image disappears if an opponent makes the saving throw.

The material components for this spell is a 100gp lens.

PROJECT IMAGE, Level 6 wizard, 5 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV n/a	SR no	Comp V, S, M

Upon casting this spell, the caster weaves a shadow duplicate of himself. The image is intangible, but looks, sounds and smells like the caster. The shadow mimics the caster's actions (including speech) unless the caster concentrates on making the duplicate act differently. The caster can use the duplicate's senses, and during the caster's turn in a round, the caster can switch from seeing through its eyes to seeing normally, or back again. Any spell the caster casts originates from the shadow instead of from the caster. The caster must maintain a line of sight to the shadow at all times. If the caster's line of sight is obstructed, the spell ends.

The material component for this spell is a doll of the caster.

PROTECTION FROM ALIGNMENT, Level 1 cleric, 1 wizard

CT 1	R touch	D 3 rd./lvl.
SV none	SR no (see below)	Comp V, S, M/DF

This spell creates a magical barrier around the subject at a distance of 1 foot offering protection against one axis of alignment: evil, good, chaos, or law. Only one protection spell can be in effect at a time, even if each would protect against a different alignment. The barrier moves with the subject and grants a +2 bonus to AC and saving throws against creatures of the alignment chosen. The spell prevents bodily contact by all summoned or conjured creatures of any alignment: the melee attacks of such creatures fail and the creatures recoil from the protective magic. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against, or tries to force the barrier against, the blocked creature. Spell resistance can allow a summoned or conjured creature to overcome this protection and touch the warded creature.

The spell can also block any attempt to possess the warded creature or to exercise mental control over the creature by creatures of any alignment. The protection does not prevent casting a spell that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the protection ends before the mental control does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

The material component for this spell is a lodestone.

PROTECTION FROM ARROWS, Level 2 wizard

CT 1	R touch	D 10 min./lvl.
SV none	SR yes	Comp V, S, F

This spell shields the recipient against attacks from normal missiles and ranged weapons for the duration of the spell. This protection also shields the recipient from one attack by a large missile such as a catapult or hurled boulder, though such a powerful attack causes the magic of the spell to be consumed after the first deflected strike. The material component of this spell is a pendant shaped like a shield.

PROTECTION FROM ELEMENTS, Level 3 druid

CT 1	R touch	D 10 min./lvl.
SV none	SR yes	Comp V, S, DF

The target becomes suffused with protective magical energies which provide some measure of protection against one element: acid, cold/ice, heat/fire, electricity/lightning or sonic/air. The dweomer grants temporary invulnerability against the specified energy type. The spell absorbs 12 hit points per caster level of elemental damage, whether natural or magical. Once it has done so, the spell ends. The protection absorbs only damage; the recipient could still suffer unfortunate side effects, although the spell does protect the recipient's equipment.

PURIFY FOOD AND DRINK, Level 0 cleric, 0 druid

CT 1	R 10 ft.	D permanent
SV none	SR no	Comp V, S

This spell makes spoiled, rotten, poisonous or otherwise contaminated food and water pure and suitable for eating and drinking. It does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type, nor upon magic potions. The caster can purify 1 cubic foot per level. Note: one cubic foot of water contains roughly 8 gallons and weighs about 65 pounds.

PYROTECHNICS, Level 3 druid, 2 wizard, 2 illusionist

CT 1	R 150 ft.	D see below
SV see below	SR yes	Comp V, S, M

Casting this spell transforms a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, as chosen by the caster. The fireworks are a flashing, fiery, momentary burst of glowing and colored aerial lights. This effect blinds creatures within 100 feet of the fire source for 1d4 rounds (dexterity negates). Creatures must have line of sight to the fire in order to be affected. Spell resistance can prevent blindness. The smoke cloud is a writhing stream of choking smoke, billowing out from the source. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All forms of natural sight including darkvision, deepvision, and twilight vision, are ineffective in or through the cloud. The spell consumes one fire source, which is immediately extinguished. Magical fires are not affected.

The material component for this spell is an open flame.

Q

QUENCH, Level 4 druid

CT 1	R 150 ft.	D see below
Sv see below	SR yes	Comp V, S, DF

Quench extinguishes all nonmagical fires in a 50 foot x 50 foot area or one magic item. The spell also dispels fire-based spells

in the area. In the latter case though, the caster must make an intelligence check with a challenge level equal to that of the level of the caster of the fire-based spell. Fire-based creatures within the spell's area take 1d4 points of damage per caster level.

Alternatively, the caster can target the spell on a single magic item that creates or controls flame. The item temporarily loses all its fire-based magical abilities unless it succeeds at an item saving throw. Artifacts are immune to this effect.

R

RAINBOW PATTERN, Level 4 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV intelligence negates	SR yes	Comp S, F

A glowing, rainbow-hued pattern of interweaving colors captivates those within a 25-foot diameter sphere. The pattern captivates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Creatures that fail their saves are captivated by the swirling pattern. Captivated creatures cannot move away from the pattern, nor can they take actions other than to defend themselves. An attack on a captivated creature frees it from the spell immediately. The spell does not affect sightless creatures.

With a simple gesture, the caster can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All captivated creatures follow the moving rainbow of light, trying to get to, or remain within the effect. Captivated creatures that are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each captivated creature gets a second save.

RAISE DEAD, Level 5 cleric

CT 1 min.	R touch	D permanent
SV none	SR no	Comp V, S, DF

This spell restores life to a deceased human or humanoid. This includes all of the player character races, monstrous humanoid creatures like orcs or giants, or creatures that are partially human, such as centaurs or sphinxes. The spell cannot raise creatures who have been dead longer than 1 day per caster level. The subject loses 1 point of constitution permanently when raised. If constitution is reduced to zero by this loss, the creature is permanently dead and cannot be brought back to life.

Creatures that are raised from the dead are considerably weakened by the process, and require 12 hours of complete rest for each day the creature was dead. During this time the creature is considered to have 1 HP and no mortal wounds. Normal poison and normal disease are cured in the process of raising the subject, but magical or extraplanar diseases and curses are not undone.

Missing appendages and parts are not regenerated upon return from the dead. Raise dead will not work on creatures that died from old age.

RAY OF ENFEEBLEMENT, Level 2 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV constitution negates	SR yes	Comp V, S

This hideously brown-colored, undulating ray strikes its intended target, who is entitled to a constitution save to resist the effects of the ray. If the save fails the spell temporarily changes all physical prime attributes (strength, dexterity, constitution) into non-prime attributes for the duration of the spell. Further, the target suffers a -1 penalty on both to hit and damage rolls for every four levels of the caster (-1 at 1st to 4th; -2 at 5th to 8th; -3 at 9th to 12th; etc.) for the duration of the spell.

READ MAGIC, Level 1 wizard, 1 illusionist

CT 1	R personal	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, F

This spell allows the caster to read magical inscriptions. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the caster has read the magical inscription, that writing can be read without recourse to the use of read magic.

REFUGE, Level 7 cleric, 9 wizard

CT 1	R touch	D until discharge
Sv none	SR none	Comp V, S, M

This spell imbues an object, worth at least 1,000gp, with teleportation magic, giving it the power to instantaneously transport its possessor to the caster's abode. This travel can occur across any distance, but must be within the same plane. Once the item is imbued with the spell's power, the caster must give it willingly to an individual and inform him or her of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word while rending or breaking the item. When this is done, the individual and all that he or she is wearing and carrying, up to a maximum of 50 lbs./level, are instantaneously transported to the caster's residence. No other creatures are affected aside from a familiar, if it is touching the subject.

The material component for this spell is an object or objects worth 1000gp.

REGENERATE, Level 7 cleric, 8 druid, 9 illusionist

CT 3	R touch	D permanent
SV none	SR yes (h)	Comp V, S, DF

This spell causes the subject's severed body parts, broken bones, and ruined organs to grow back to their original state or reattach. After the spell is cast, the physical regeneration will be completed in 1 round if the severed members are present and touching the creature, otherwise the process takes 2d10 rounds to complete. *Regenerate* also cures 1d8 points of damage +1 point per caster level. It can only be used on one creature.

REINCARNATE, Level 4 druid

CT 10 min.	R touch	D permanent
SV none	SR none	Comp V, S, DF

With this spell, the caster brings a dead creature back to life but bound within another creature's body, provided that the death occurred no more than 1 week before the casting of the spell. The magic of the spell creates an entirely new, young adult body for the soul to inhabit from the natural elements at hand. This process requires 1 hour to complete.

The reincarnated subject recalls most of their former life and retains the intelligence, wisdom, charisma scores, and hit points from their former existence. Strength, dexterity and constitution scores depend on the new body. The attributes of animal forms are typical for each particular species, but the player should roll new physical attributes if reincarnated as a player character race. The ability to speak is not guaranteed.

The character retains his class, but it's possible for the new form to impede use of class abilities or even advancement in a class. Moreover, the character's level is reduced by 1; if the character was 1st level, then the new form's constitution is reduced by 1. A *reincarnation* followed by a subsequent *wish* spell can restore a reincarnated character to their original form.

The incarnation is determined by the following table or by the Castle Keeper.

d%	Incarnation		
01-03	Badger	49-58	Halfling
04-09	Bear, black	59-78	Human
10-13	Bear, brown	79-80	Leopard
14-17	Boar	81-82	Owl
18-25	Centaur	83-86	Pixie
26-28	Dryad	87-90	Satyr
29-32	Eagle	91-96	Wolf
33-42	Elf	97-99	Wolverine
43-46	Gnome	100	CK choice
47-48	Hawk		

REMOVE BLINDNESS OR DEAFNESS*, Level 3 cleric, 2 illusionist

CT 1	R touch	D permanent
SV constitution negates	SR yes (h)	Comp V, DF

This spell cures either blindness or deafness whether normal or magical in origin in one target. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

The reverse of this spell causes the creature touched to become blinded or deafened, as chosen by the caster. In addition to the obvious effects, a blinded creature suffers -10 to attack rolls, loses any dexterity bonus to armor class, suffers a -2 to armor class, moves at half speed, and suffers a -4 penalty on strength and dexterity checks. A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative and has a 25% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. *Remove blindness or deafness* counters and dispels the reverse of the spell.

REMOVE CURSE*, Level 3 cleric, 4 wizard

CT 1	R touch	D permanent
SV see below	SR yes (bestow only)	Comp V, S

This spell allows the caster to remove the effects of a curse from an object or creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove it and get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

Bestow Curse: The reverse of this spell allows the caster to place a curse on a creature. The caster can choose one of the following effects: -6 to one ability score (which cannot reduce the score below 1), or a -4 penalty on attack rolls, saving throws and checks. Subject to the Castle Keeper's approval, the caster may invent a new curse, but it must be no more powerful than the standard curses.

The Castle Keeper has final say on a curse's effect. A curse cannot be dispelled with *dispel magic*, but it can be nullified by *limited wish*, *remove curse*, or *wish* spell.

REMOVE DISEASE*, Level 3 cleric, 3 druid

CT 1	R touch	D permanent
SV none	SR yes (h)	Comp V, DF

This spell cures all diseases that the subject is suffering from, whether the source was normal or magical. It can only be applied to one creature. The reverse of this spell, *cause disease*, causes a random disease in the creature touched, although the severity of the disease is often tied to the level of the caster. The exact effect is determined by the Castle Keeper. There is no saving throw for remove disease, or for cause disease. However *remove disease* counters and dispels, the reverse of the spell, and vice-versa.

REMOVE FEAR*, Level 1 cleric

CT 1	R touch	D see below
SV none	SR yes (h}	Comp V, S, DF

The caster instills courage in one creature, granting the creature a +4 bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when the spell is cast, it gets a new save with a +1 bonus per caster level. *Remove fear* counters and dispels *cause fear.*

The reverse of the spell, *cause fear*, frightens the affected subject. It suffers a -2 penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the character as well and as fast as it can. If unable to flee, the creature may fight. Creatures with 6 or more HD are immune the cause fear spell. *Cause fear* counters *remove fear*.

REMOVE PARALYSIS, Level 2 cleric

CT 1	R touch	D permanent
SV constitution negates	SR yes	Comp V, DF

This spell frees one creature from the effects of any temporary paralysis or related magic, including a ghoul's touch, a hold spell, or a *slow* spell.

REPEL METAL OR STONE, Level 8 druid

CT 1	R see below	D 1 rd./lvl.
SV none	SR no	Comp V, S

This spell creates waves of invisible and intangible energy that roll forth from the caster in a path 150 feet long x 120 feet wide x 10 feet high. The energy pushes away all metal or stone objects in their path to the limit of the spell's range. Fixed metal or stone objects larger than 3 inches in diameter, and loose objects weighing more than 500 pounds, are not affected. Anything else, including small boulders and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces tumble along the ground with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as metal armor, swords, etc. are pushed back, dragging their bearers with them. Even magic items with metal components are repelled. The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the caster can then engage in other activities without affecting the spell's progress. An anti-magic field blocks the effects of this spell.

REPEL VERMIN, Level 4 druid

CT 1	R see below	D 10 min./lvl.
SV see below	SR yes	Comp V, S, DF

This spell creates an invisible 20-foot diameter spherical barrier around the caster that repels all types of vermin, including insects, arachnids and rodents. Vermin with less than one-third the caster's level in HD cannot penetrate the barrier. Vermin with at least one-third the caster's level in HD can penetrate the barrier if they make a wisdom saving throw. Even so, vermin that cross the barrier suffer 1d6 points of damage.

REPEL WOOD, Level 6 druid

CT 1	R see below	D 1 rd./lvl.
SV none	SR no	Comp V, S

Waves of energy roll forth from the caster, moving in any direction the caster chooses, along a path 150 feet long x 120 feet wide and 10 feet high. The energy causes all wooden objects in their path to be pushed away from the caster to the limit of the spell's range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects (barrels, siege towers, etc.) are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as wooden shields, spears, wooden weapon shafts, arrows and bolts are pushed back, dragging those carrying the items with them. Even magic items with wooden sections are repelled. The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the caster can then engage in other activities without affecting the spell's progress. An anti-magic field blocks the effects of this spell.

REPULSION, Level 7 cleric

CT 1	R see below	D 1 rd./lvl.
SV strength negates	SR yes	Comp V, S, DF.

This spell causes an invisible, mobile field to spring into being around the caster. The sphere is 10 feet in diameter per level of the caster. The field physically prevents creatures from approaching the caster. Creatures within or entering the field must attempt strength saves, or they become unable to move toward the caster for the duration of the spell. Repelled creatures' actions are not otherwise restricted. If the caster moves closer to an affected creature, the creature is not forced back and is free to make melee attacks against the caster if the caster comes within reach.

If a repelled creature moves away from the caster and then tries to turn back, it cannot move any closer toward the caster if it is still within the spell's area.

RESILIENT SPHERE, Level 4 wizard

CT 1	R 50 ft.	D 1 minute/level
SV dexterity negates (h)	SR yes (h)	Comp V, S

This spell causes a globe of force to completely encase one creature, provided the creature is small enough to fit within the sphere. The spell's area of effect is a sphere with a diameter of 1 foot per caster level. The sphere is not subject to damage of any sort except from a *rod of cancellation, a wand of negation, disintegrate, or dispel magic,* all of which destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but that action will simply move the sphere slightly, and nothing more. The globe can be physically moved by people outside, or by the struggles of those within.

RESIST ELEMENTS, Level 1 cleric

CT 1	R touch	D 1 min./lvl.
SV none	SR yes	Comp V, S, DF

The target becomes suffuse with protective magical energies providing some measure of protection against one element: acid, cold/ice, heat/fire, electricity/lightning or sonic/air. The dweomer grants a +2 saving throw bonus against the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Resist elements absorbs only damage: The caster could still suffer unfortunate side effects. *Resist elements* overlaps *endure elements* and *protection from elements*.

RESTORATION*, Level 4 cleric, 7 illusionist

CT 1 hour	R touch	D permanent
SV see below	SR yes (h)	Comp V, S, DF

The caster repairs the life energy of a single creature. Restoration dispels any magical effects that reduce the subject's attribute scores temporarily. Restoration will not restore permanent attribute score loss. The spell also restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 1 day per caster level. It does not restore levels or constitution points lost as a result of death.

The evil reverse of this spell, *life drain*, sucks one level from a creature. The effects are the same as any level loss. This version allows a constitution saving throw to avoid the spell's effect.

RESURRECTION, Level 7 cleric

CT 1 hour	R touch	D permanent
SV none	SR yes (h)	Comp V, S, M, DF

The caster restores life and health to one deceased creature. The caster can resurrect creatures who have been dead up to 10 years per caster level. The condition of the remains is not a factor, but some small portion of the creature's body must exist and be present before the creature can be resurrected. The remains of a creature hit by a *disintegrate* spell or the like count as a small portion of body. The subject loses 1 point of constitution permanently when raised. If constitution is reduced to zero by this loss, the creature is permanently dead and cannot be brought back to life.

Should *resurrection* be successful in restoring life, the subject is healed of all hit point damage, missing appendages are restored, diseases are cured, poisons are neutralized, insanity is cured and all curses are removed. With the exception of the lost point of constitution, the character's attributes remain the same as at the time of death. Spells prepared before death are lost. None of the dead creature's equipment or possessions are affected in any way by this spell.

Resurrection will work on undead creatures, returning them to their living state. It will also work on creatures slain by death spells or gazes. However, resurrection will not work on creatures that died from old age.

The material component for this spell is a small ornate urn filled with 1,000gp worth of diamond dust.

ROPE TRICK, Level 2 wizard, 3 illusionist

CT 1	R touch	D 1 hr./lvl.
SV none	SR no	Comp V, S, F

This spell attaches a section of rope at least 5 feet long to an extradimensional space large enough to hold up to eight medium-size or smaller creatures. The end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. Creatures can climb the rope into the space and can pull the rope up behind them, making the rope disappear. If the rope is pulled up into the space, it counts as one of the eight creatures.The extra-dimensional space is invisible from the outside, and those inside it cannot see outside. Those within cannot be targeted by spells or affected by area effects, but they cannot target spells or area effects outside of the space.

The rope is subject to its normal ability to support weight and withstand punishment. If the rope is not pulled in, a creature outside the extra-dimensional space can pull or break the rope free, ending the spell instantly. Anything inside the extra-dimensional space drops out when the spell ends, suffering damage from any fall. The rope can be used for normal climbing provided the climber does not climb all the way into the extradimensional space.

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SANCTUARY, Level 1 cleric

CT 1	R touch	D 1rd./lvl.
SV charisma negates	SR no	Comp V, DF

This spell prevents creatures from attacking the caster or the spell's recipient. Any creature attempting to attack a warded character must make a charisma saving throw in order to make the attack. A failed save means that the attacker ignores the person under the spell (it does not lose its attack, but must choose another target). If the warded character attacks or casts offensive spells then the *sanctuary* spell is negated. This spell does not prevent the warded creature from being affected by area of effect spells.

SCARE, Level 2 wizard, 3 illusionist

CT 1	R 50 ft.	D 1 rd./lvl.
SV charisma negates	SR yes	Comp V, S, M

This spell causes creatures with fewer than 6 hit dice/levels to make a charisma saving throw or be overwhelmed by a wave of terror. Success allows the target to control its fear and react normally, while failure causes it to flee in panic. If cornered, the target fights but with a -1 penalty to attacks and damage. Monsters with more than 6 hit dice/levels are immune to this spell. Clerics, elves, undead and extra-planar creatures are unaffected.

The material component to cast this spell is the flesh or bone of an undead monster.

SCREEN, Level 8 illusionist

CT 10 min.	R 50 ft.	D 1 day
SV see below	SR no	Comp V, S

This spell hides a 25 foot cube/level area from scrying and normal vision. The caster creates an illusion of what will be observed in the spell's area. Once these images are set, they cannot be changed. Any attempts to scry the area automatically detect the illusory image with no save allowed; though direct observation may allow a save at the Castle Keeper's discretion. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

SCRYING, Level 4 wizard, 5 cleric, 4 druid

CT 10 min.	R see below	D 1 rd./lvl.
SV none	SR no	Comp V, S, M, F

Focusing on a mental image of a particular creature, the caster's mind's eye may gaze upon the target, watching and listening, regardless of distance. An astute character (intelligence 13+) may get the feeling they are being watched upon a successful Intelligence check. Successfully focusing the mind's eye in this manner is difficult. It requires a gem worth at least 100gp to channel the spell and an intelligence attribute check with the roll adjusted by the following cumulative modifiers:

Caster knows the character well	+5
Caster has likeness of character	+5
Caster has possession of the character	+5
Caster has body part (like a lock of hair)	+5
Caster has only met the character	-5
Caster has only heard of the character	-10
Caster has no knowledge of character	-15
Character is on another plane	-15

If the scrying is successful, the caster may cast the following spells through the scrying without a chance of failure: *comprehend languages, read magic, tongues*; the following spells have a 5% chance per caster level of operating correctly: *detect alignment, detect magic* and *message*.

The material component for this spell is a glass object.

SECRET CHEST, Level 5 wizard, 5 illusionist

CT 1 hr.	R see below	D 60 days
SV n/a	SR n/a	Comp V, S, F

This spell allows the caster to hide a chest in the ethereal plane, or in the case of the illusionist to cloak the chest from view, and retrieve it as needed for up to 60 days. The chest can contain up to 1 cubic foot of material per caster level, regardless of the chest's actual size. To prepare the spell, the caster must have a chest created by master craftsmen from rare and expensive materials costing at least 5,000gp, as well as a perfect miniature replica of said chest, costing 50gp. Once the chests are complete, the caster invokes the spell – with the result that the larger chest and any contents are sent to the ethereal plane.

In the case of the illusionist, the chest is not sent to the ethereal plane but is instead cloaked by a powerful magic that makes it invisible to viewers and causes creatures to simply pass through it or around it.

The caster uses the smaller chest to retrieve the larger chest at will until the 60 days expiration. After 60 days, the chest begins to deteriorate rapidly. There is a 5% cumulative chance per day it will be forever lost. If the small chest is lost or destroyed, then the larger chest and its contents will be irretrievable, absent a *wish*. Any living creatures in the chest must eat, and will age normally. Only one set of chests can be owned at a single time.

It is important to note that powerful magic could allow someone to discover the hidden chests either on the ethereal plane or hidden from view.

SECRET PAGE, Level 3 illusionist

CT 10 min.	R touch	D see below
SV none	SR no	Comp V, S, M

This spell masks any information on a page or scroll such that the page appears blank or covered with other information. The spell can also disguise *explosive runes*, allowing their effect without revealing their presence. The caster may invoke a command word to reveal the hidden information, and another command word to return the illusion.

Comprehend languages cannot by itself reveal the true information unless cast with a *true seeing* spell. *True seeing* cast alone will reveal that there is hidden information, but will not reveal what it is. *Detect magic* reveals a dim magical aura, but not its nature. *Dispel magic* will dispel the spell, but may affect the hidden writing as well. *Erase* will remove both the illusion and any other information being hidden by the spell.

The material component for this spell is a paste made of ground jellyfish or similar animal worth at least 50gp.

SECURE SHELTER, Level 4 illusionist

CT 10 min.	R 50 ft.	D 2 hrs./lvl.
SV none	SR n/a	Comp V, S, M, F

The caster conjures a sturdy cottage or lodge, made of material common to the area that is level, clean and dry. The cottage is 25 feet x 25 feet. In all respects it resembles a normal cottage, with a sturdy door, two shuttered windows, a small fireplace and simple furniture consisting of eight bunk beds, a trestle table, eight stools and a writing desk as well as simple utensils and cooking implements. The shelter is as secure as a normal cottage, but the door and shutters are protected by a *lock* spell (see *knock*), the chimney is protected by an iron grate at the top, and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* provides service to the caster and the other occupants of the shelter for the duration of the spell.

The material component for this spell is a stone chip or small brick, crushed lime, a nail, a small twig of wood and water to cast and a bell is required for the *alarm* spell to work.

SEE INVISIBILITY, Level 2 wizard, 1 illusionist

CT 1	R as normal vision	D 10 min./lvl.
SV none	SR n/a	Comp V, S, M

This spell allows the recipient to see any invisible, ethereal or astral beings as if they were normally visible. The dweomer does not allow the caster to recognize illusions nor detect things hidden by means other than invisibility.

The material component for this spell is a small pinch of dust, flour or powder.

SEEMING, Level 4 illusionist

CT 1	R 50 ft.	D 12 hrs.
SV see below	SR no	Comp V, S

The caster causes the appearance, garb and equipment of one creature per two levels of caster experience to change to whatever the caster wishes, with the following limits. The recipients must maintain their basic forms (humanoid, horse, etc.), but can appear either 1 foot taller or shorter, as well as up to 50% lighter or heavier. The illusion provides the change in appearance, but not any change in demeanor, class abilities or other such manifestations. Furthermore, the dweomer is a visual illusion only; armor disguised as clothing will still creak and clink and will feel like armor to anyone touching it. Those disguised by the spell remain in the illusory form until the spell expires, the target is slain, or anyone scrutinizing them makes an intelligence saving throw.

SENDING, Level 4 cleric

CT 10 min.	R unlimited	D see below
SV n/a	SR n/a	Comp V, S, M, DF

This dweomer allows the caster to contact a single creature with whom the caster is familiar. The message may be up to 25 words long and can even be sent to those with animal intelligence and the creature will understand the message. The message, however, does not create any compulsion to perform any act, and the creature's reaction depends on its relation to the caster, its intelligence, alignment, etc. If the target and the caster are not on the same plane of existence, the caster must make a successful charisma check, or the sending will not be transmitted.

The material component for this spell is a piece of parchment.

SEQUESTER, Level 7 wizard, 7 illusionist

CT 3	R touch	D 1 day/lvl.
SV see below	SR no	Comp V, S, M

This spell provides complete protection from divination spells for one creature or object for the duration of the illusion, and renders the affected creature or object invisible to any form of sight, divination or scrying. The spell does not prevent the subject from being discovered by touch or through the use of magic devices. Living or undead creatures affected by *sequester* become comatose, and are effectively in a state of suspended animation until the spell wears off or is dispelled. If the spell is cast upon an unwilling creature, the target may resist the spell on a successful charisma save. There is no save to see the sequestered creature or object, or to detect it with a divination spell.

The material component is an eye/eyestalk worth 500gp or more.

SHADES, Level 6 illusionist

CT 1	R 150 ft.	D 1 rd./lvl.
SV intelligence disbelieves	SR no	Comp V, S

The caster shapes quasi-real illusions resembling monsters, that can attack the caster's foes. The shades remain semi-solid, even to those who believe them to be illusory. The caster can create one or more illusions of creatures whose total HD are equal to the caster's level. The caster chooses what form the illusions take, be it goblin, orc or ogre, with size no larger than 1 foot per caster level in height or length. These shadow creatures, however, have only 60% the normal HP of a creature of the chosen type.

Characters interacting with these illusions believe them to be real creatures unless they make a successful intelligence save. If the saving throw fails, the creatures deal normal damage and have all the normal abilities and weaknesses of a creature of that type. If the saving throw succeeds, the creatures' special abilities, armor class, damage and all other aspects are only 60% as strong as the real thing. Those who succeed at their saves see the conjurations as transparent images superimposed on shadowy forms.

SHADOW CONJURATION, Level 4 illusionist

CT 1	R 150 ft.	D 1 rd./lvl.
SV see below	SR no	Comp V, S

The caster shapes quasi-real illusions resembling monsters, that can attack the caster's foes. The shadow conjurations remain semi-solid, even to those disbelieving them. The caster can create one or more illusions of creatures whose total normal HD are equal to the caster's level. The caster chooses what form the illusions take, such as a goblin or dwarf, but the size of the creatures must be small or medium. These shadow creatures have only 20% the normal HP of a creature of the chosen type.

Characters interacting with these illusions believe them to be real creatures unless they make a successful intelligence save. If the saving throw fails, the creatures deal normal damage and have all the normal abilities and weaknesses of a creature of that type. If the saving throw succeeds, the creatures' special abilities, armor class, damage and all other aspects are only 20% as strong as the real thing. Those who succeed at their saves see the conjurations as transparent images superimposed on vague, shadowy forms.

SHADOW EVOCATION, Level 5 illusionist

CT 1	R special	D see below
SV see below	SR yes	Comp V, S

The caster creates a quasi-real illusion possessed of some actual substance and reality, that mimics one of the following spells: *fireball, ice storm, lightning bolt, magic missile, stinking cloud, wall of fire, wall of ice*, or *web*. The mimicked spell has its full normal effect, range, duration, saving throw allowances, SR and so on, unless the targeted creature(s) makes an intelligence saving throw. A successful saving throw reduces the mimicked spell to 20% of its normal damage, effect and strength.

SHADOW WALK, Level 7 illusionist

CT 1	R touch	D 1 hr./lvl.
SV intelligence negates (h)	SR yes (h)	Comp V, S

This spell allows for rapid travel along a shadow pathway. To cast this spell, the caster must be in an area of heavy shadows. The caster and any creature touched, up to 1 per level, are then transported along a swirling pathway of shadowstuff to the edge of normal reality, where it borders a plane of shadow.

The effect is largely illusory, but the path is quasi-real. Travelers on the shadow path move at a rate of up to seven miles every 10 minutes. Movement appears normal on the shadow path, but is in reality rapid relative to the material plane. The caster is innately aware of location relative to the material plane and therefore will know exactly where the party will emerge. Any creature unwilling to continue traveling with the caster will either wander off into the plane of shadow, or return to a random spot on the material plane (50% chance of each).

The spell may also be used to travel to other planes that border the plane of shadow, but this requires the caster to actually traverse the plane of shadow and face its perils. Such a journey requires 1d4 hours to complete.

SHAPECHANGE, Level 9 druid, 9 wizard

CT 1	R see below	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, M

The caster assumes the form of any creature known to the caster. The caster can change forms throughout the duration of the spell. Each change takes one round. The form is quite real, and grants the caster most of the abilities of the creature formed. The caster retains his own mind and intelligence, as well as wisdom scores and hit points. Other attributes might change as a result of the new form. The character retains his or her extraordinary abilities, spells and spell-like abilities. The character can cast spells for which he or she has components. The character needs a humanlike voice for verbal components and humanlike hands for somatic components. The caster does not gain the spell-like or supernatural abilities of the new form, but does gain the extraordinary abilities of the new form.

The size of the form being taken can range from a gnat to any creature not more than 200 feet in length. Even amorphous or gaseous states may be assumed by casting this spell. Upon changing, the caster regains 1d4 hit points. If slain, the caster reverts to his or her original form, but remains dead.

The material component for this spell is a 2,500 gp wand created from a shapechanging creature's arm or leg bone, gilded with silver and mystic carvings.

SHAPE STONE OR WOOD, Level 3 druid

CT 1	R touch	D see below
SV n/a	SR n/a	Comp V, S, M, DF

By use of this dweomer, the caster can shape a piece of stone or wood into any desired form. A stone or wooden weapon or piece of furniture or any other item is possible. Doors can be reshaped to allow entry/exit, walls parted with a passage, or anything else that the druid can imagine and that fits within the range of material that the spell effects is possible. It takes one round to shape each 1 cubic foot of material. Note that the creations will inevitably be crude, as fine workmanship and finishing are beyond the scope of this invocation. The spell's area of effect is 10 cubic feet +1 cubic foot per level.

The material component is a splinter of wood or stone set in clay.

SHATTER, Level 2 wizard

CT 1	R 50 ft.	D instant
SV see below	SR yes (object)	Comp V, S, M

This spell creates a sonic force that shatters any crystal or brittle substance within a 25 foot x 25 foot area into dozens of pieces. Such things as potion bottles, windows, mirrors, etc. are vulnerable to this spell so long as the weight is no greater than 1 pound per caster level. If the spell is concentrated upon one item, the item can be up to 10 pounds per caster level and be affected regardless of the composition the item has. All items get a constitution saving throw. Any beings of brittle fabrication as determined by the Castle Keeper (such as crystal golems) take 1d6 damage per level of the caster with a successful constitution save meaning only half damage.

The material component for this spell is something the caster can crush in their hand.

SHIELD, Level 1 wizard

CT 1	R see below	D 1 min/lvl.
SV n/a	SR no	Comp V, S

Upon the incantation of this spell, a transparent, mobile wall of force appears in front of the caster, protecting him from frontal attacks and magic missiles. Against melee and ranged attacks, the spell grants the caster a specified armor class as follows: melee attacks and siege-weapon type missiles, AC 16; device-propelled missiles such as arrows, sling bullets and bolts, AC 17; hand-hurled missiles such as spears, axes and darts, AC 18. The caster's dexterity bonus to armor class is added to the armor class score granted by the spell. Attacks from the side or rear are unaffected. The spell blocks and provides complete immunity against magic missiles. The spell also grants a +1 bonus on all saving throws.

SHIELD OF FAITH, Level 1 cleric

CT 1	R touch	D 1 min./lvl.
SV none	SR yes (h)	Comp V, S, M, DF

This spell creates a protective shield of divine energy around its subject granting a +2 to armor class and to saving throws.

The material component for this spell is a drop of holy/unholy water to cast the spell.

SHILLELAGH, Level 1 druid

CT 1	R touch	D 1 min./lvl.
SV none	SR yes (object)	Comp V, S, DF

This spell temporarily enchants a club or cudgel, granting it a +1 to hit allowing it to deal 1d6+1 damage. The spell also grants the ability to strike any monsters normally only struck by +1 magic weapons.

SHOCKING GRASP, Level 1 wizard

CT 1	R touch	D until discharged
SV none	SR yes	Comp V, S

The caster generates a potent charge of electricity within the caster's hands. The caster who then touches a target will inflict 1d8 damage +1 damage per level (e.g. a 3rd level caster inflicts

1d8 +3 damage). A target actively defending against a touch attack requires the caster to make an attack roll. The spell ends after one successful hit on a target, though not when the target attacks the wizard. The charge can be transmitted by touching a conducting material that the target holds, such as a sword blade or length of metal wire.

SHOUT, Level 4 wizard

CT 1	R see below	D instant
SV see below	SR yes	Comp V

This spell enchants the caster's vocal cords with mighty power. The caster can then release a concentrated sonic blast in a cone up to 10 feet wide and 50 feet long; the sound deals 2d6 damage to any creature in the area of effect. Additionally, those that fail a Constitution save are deafened for a number of rounds equal to the damage they suffered. Any brittle substances in the path of this cone are treated as if subjected to a *shatter* spell. A *shout* spell will cancel a *silence* spell, but the cancellation also negates any damage or deafening effect.

SILENCE, Level 2 cleric

CT 1	R 450 ft.	D 1 min./lvl.
SV see below	SR no	Comp V, S

The caster invokes silence in a 15 foot radius around the target. Within this silent area, no conversations can be made and no verbal spells cast. No one moving within the area can be heard. The dweomer can be cast at a target location or even at a point in the air. When cast on a creature or object, the area of silence moves with it. Anyone having the spell cast directly upon them may avoid it with a successful dexterity save, in which case the spell is cast upon a point immediately next to the target.

SILENT IMAGE, Level 1 illusionist

CT 1	R 450 ft.	D concentration
SV intelligence disbelieves	SR no	Comp V, S

This spell creates a visual illusion of an object, creature or force, as visualized by the caster in a 40 foot cube, + 10 cubic feet per level. It cannot create sound, smell or tactile illusions. Creatures who view the illusion believe it, and can suffer damage from illusions. Hit point damage is suffered from damage to the mind/psyche. While concentrating, the caster can move the image within the range. The illusion disappears if an opponent makes the saving throw.

SIMULACRUM, Level 7 illusionist

CT 12 hrs	R n/a	D n/a
SV n/a	SR n/a	Comp V, S, M

This spell creates a duplicate of any creature. A full magical laboratory is needed to create the duplicate. Further, some form of formative substance such as ice, snow, or clay, 1000 gp of powdered gems and a piece of the creature to be duplicated are needed to complete this spell. While the duplicate will be a perfect physical match for the original in appearance, there will be differences in knowledge and abilities. The *simulacrum* will only have 51% to 60% (50+1d10) of the hit points, knowledge (including level, skills and speech), and personality of the creature being duplicated. The *simulacrum* will radiate magic under a *detect magic* spell.

At all times the *simulacrum* remains under the caster's verbal command. The *simulacrum* has no ability to gain power through experience. It can be repaired by a complex process requiring at least 1 day, 100gp per hit point, and a fully equipped magical laboratory. If destroyed, the *simulacrum* melts into nothingness.

The material component for this spell are materials worth 100gp per hit point.

SLEEP, Level 1 wizard

CT 1	R 150 ft.	D 1 min./lvl.
SV none	SR yes	Comp V, S, M

All creatures within range and within a 30-foot diameter circle that are capable of sleep will fall into a comatose slumber, with weaker ones being felled prior to stronger ones. The spell will affect 2d4 HD of creatures. For creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. The spell is centered on a location determined by the caster. Sleeping creatures are helpless. Slapping or wounding will awaken affected creatures, but normal noise does not. Sleep does not affect unconscious creatures, constructs or undead creatures.

The material component for this spell is a pillow feather.

SLEET STORM, Level 4 druid

CT 1	R 450 ft.	D 1 rd./lvl.
SV see below	SR no	Comp V, S, DF

This spell creates a driving storm of sleet that obscures the vision of anyone within it. The storm also causes ground surfaces to become icy and slick, reducing movement rates by half. Any creature moving within the sleet must make a successful dexterity save each round or fall down. The spell affects an area 50 by 50 by 20 feet.

SNARE, Level 3 druid

CT 3	R touch	D triggered or broken
SV see below	SR no	Comp V, S, M

The caster creates a magical snare that is unlikely to be detected by anyone actively searching for it without magical means. Treat the snare as if it was set and hidden by a 12th level rogue. It can be created from a supple vine, rope, leather or any such similar material. Once enchanted, the snare blends into its environment and will wrap its loop around anything that steps within it. The snare can be up to 20 feet long.

If a supple tree is nearby, the snare will attach its other end to the tree and bend it down, snapping it up again when the snare is activated; this pulls the victim up into the air and causes 1d6 damage. If a tree is not available, the loop will whip around the victim, causing no damage but tightly binding it. A snared creature suffers a -2 penalty to attack rolls and suffers a -4 penalty to dexterity. To break free requires a strength check

against challenge level 5. The snare has 5 hit points and armor class 7.

The material component for this spell is a tree vine.

SOLID FOG, Level 4 illusionist

CT 1	R 150 ft.	D 1 min./lvl.
SV none	SR no	Comp V, S

This spell summons a barrier of swirling fog that acts like a *fog cloud* spell, but only a very strong wind may affect it and any creature attempting to move through it can only move at 1/10th the normal movement rate. Furthermore, all attacks within the fog suffer a -2 penalty to hit and damage. Any fire-based attack that does more than 12 hit points of damage will burn the fog barrier away in a single round. This spell affects a 25 foot diameter sphere.

SOUL BIND, Level 9 cleric

CT 1	R touch	D permanent
SV none	SR no	Comp V, S, M, DF

This spell draws the soul from a dead body and places it into a gem (of at least 5000gp value). The victim must have been deceased for no longer than 1 round per caster level. Once the soul is contained in the gem, it cannot be returned to life via *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only destroying the gem can free the soul.

The material component for this spell is a 5000gp gem.

SOUND BURST, Level 1 cleric

CT 1	R 50 ft.	D n/a
SV see below	SR yes	Comp V, S, DF

The caster evokes a thunderclap of sound, emanating from any point up to 50 feet away and in a 20 foot diameter circle. Any creature within the area of effect takes 1d8 damage and must make a successful wisdom saving throw to avoid being stunned for 1 round.

SPEAK WITH ANIMALS, Level 2 druid

CT 1	R n/a	D 1 min./lvl.
SV n/a	SR n/a	Comp V, S

This spell allows the caster to converse with animals with an intelligence score of 1 or more. This allows the druid to converse, question or have a discussion on friendly terms with the affected animal. This effect occurs regardless of the animal's alignment and allows the animal to reply. The replies are limited in complexity depending on the animal's intelligence and ability to give meaning to the communication. The animal may even do a small favor for the caster.

SPEAK WITH DEAD, Level 2 cleric

CT 10 min.	R touch	D 1 min./lvl.
SV n/a	SR n/a	Comp V, S, DF

This spell allows the caster to ask several questions of a corpse. The corpse can answer questions that the creature knew in life. It will answer in its own language. Answers are usually brief, cryptic or repetitive. If the alignment of the caster is opposed to that of the corpse, it resists answering and the caster must make a check as if against spell resistance of 12. Only one *speak with dead* spell per week can be used on a corpse.

SPEAK WITH PLANTS, Level 3 druid

CT 1	R n/a	D 1 min./lvl.
SV n/a	SR n/a	Comp V, S

The caster gains the ability to converse on a primal level with vegetation of all types. Plants have little to no intellect so the conversations will be very basic; complex questions and concepts that are beyond the experience of plantlife confuse them. Questions and requests that could be understood are simple, such as asking who had passed by recently or a request to impede pursuers, etc.

SPIDER CLIMB, Level 1 wizard

CT 1	R n/a	D 2 rd./lvl.
SV intelligence negates (h)	SR yes (h)	Comp V, S, M

This spell grants the power of movement along walls and ceilings to the recipient just as if they were a spider. The recipient of the spell moves at one-half base movement on vertical and inverted surfaces. Hands and feet must be uncovered in order to make direct contact with the surface being climbed.

The material component for this spell is a small spider.

SPIKE STONES, Level 4 druid

CT 1	R 150 ft.	D 10 min./lvl.
SV see below	SR no	Comp V, S, DF

This spell causes stone formations around the caster (such as stone walls, floors or natural strata) to form into long and narrow points of sharpened stone. The spellcaster can effect a 20 by 20 foot area per level. These points of stone remain unobtrusive until someone other than the caster happens upon them. In this case, they can deal damage and impede movement. The sharpened stones cause 1d8 damage to the unwary. Those carefully searching for the stones must make successful intelligence check at -1 per level of the druid who cast the spell to notice them. A creature moving through the area takes damage for each 5 feet of movement. Those aware of the stones but who move through the area anyway take 1d4 damage per 10 feet.

SPIRITUAL WEAPON, Level 2 cleric

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

By invoking a prayer, the caster creates a magical weapon out of divine energy which moves by telepathic command. It will move to attack foes in melee with or at a distance from the caster. The weapon will usually take the form of the favored weapon of the caster's patron deity or that of the caster's chosen weapon if the deity has no preferred weapon. The weapon is guided by the caster, and strikes as if the caster were wielding it in melee (at caster's level with strength bonuses). It does not have any special bonus to hit, and it deals 1d8 damage. The weapon can strike creatures only hit by magic weapons (+1 for every 3 caster levels) as well as incorporeal creatures.

STINKING CLOUD, Level 3 wizard

CT 1	R 30 ft.	D 1 rd./lvl.
SV constitution negates	SR no	Comp V, S, M

This spell invokes a 20 by 20 by 20 foot cloud of billowing, nauseous gas that is impenetrable to sight or special visions. Anyone caught within it must make a successful constitution save every round while within the cloud or become nauseated and helpless for 1d4+1 rounds. Helpless characters can only move out of the cloud in a random direction. A moderate wind (11+ mph) disperses the cloud in four rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

The material component for this spell is a bit of rotting food, baby poo or other foul smelling item.

STONE TELL, Level 6 druid

CT 10 min.	R see below	D 1 min./lvl.
SV none	SR n/a	Comp V, S

This spell allows the caster to speak with stones in the same manner as plants are conversed with via *speak to plants*. The stones relate to the character who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details the character is looking for. The character can speak with natural or worked stone.

STORM OF VENGEANCE, Level 9 druid

CT 2	R 450 ft.	D up to 10 rd.
SV see below	SR yes	Comp V, S, DF

Upon invoking this spell, the caster summons and directs a maelstrom of thunder and lightning. Creatures exposed to the storm must make a constitution saving throw or be deafened for 1d4 minutes. If concentration ceases, so does the spell. For each additional round the caster concentrates after the first, the storm has the following additional effect. The area of effect for this spell is a 750 foot diameter circle that is 300 feet tall.

Round	Effect
2	Acid rains down in the area, dealing 1d6 points of acid damage. No save is allowed.
3	The character calls six bolts of lightning down from the cloud. The character decides where the bolts strike. All may be directed at a single target, or they may be directed at up to six separate targets. Each bolt deals 10d6 points of electricity damage, with a dexterity save for half damage.
4	Hailstones rain down in the area, dealing 5d6 points of damage (no save).
5-10	Violent rain and wind gusts reduce visibility. The rain obscures all sight, including special visions. Movement is reduced to 1/4th normal. Ranged attacks within the area are impossible. Spells cast within the area are disrupted unless the caster makes an intelligence check versus the storm-caster's level.

SUGGESTION, Level 3 wizard, 3 illusionist

CT 1	R 50 ft.	D 1 hr./lvl.
SV charisma negates	SR yes	Comp V, M

The caster influences one creature by suggesting a particular course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. A small piece of wool must also be rubbed between the fingers as the suggestion is being made for the spell to work. The victim must understand the language of the caster making the suggestion. Any attempt to suggest an act that would be harmful to the victim, or something severely at odds with its behavior, will allow the affected creature to automatically break the enchantment. The Castle Keeper is free to factor in penalties to the victim's saving throw for quite reasonable suggestions, as well as to give the target bonuses to its save for unreasonable or harmful suggestions.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

The material component for this spell is a pinch of wool.

SUMMON ANIMALS, Level 4 druid

CT 1	R 50 ft.	D 1 rd./lvl
SV none	SR no	Comp V, S, DF

This spell summons wild animals to aid the caster. The animals appear wherever the caster designates within range, and act immediately on the caster's turn in the initiative order thereafter. If the caster can communicate with the animals, the caster can direct them not to attack, to attack particular enemies or to perform other actions. If ordered to attack, animals do so to the best of their ability. Summoned creatures disappear at the end of the spell's duration.

The spell conjures one or more animals with total HD equal to the caster's level. Thus, a 6th level caster can summon one 6 HD animal, or six 1 HD animals. The caster chooses the HD distribution desired, and the spell attempts to accommodate the request. The caster does not choose the specific type of animal summoned, although a request can be worked into the spell's casting. General requests, such as animals that fly, clever animals or fierce animals are more likely to be answered. The animals summoned will come from the region where the spell is cast, and are always determined by the Castle Keeper. A listing of some possible animals include, but are not limited to, normal and giant varieties of the following: ape, badger, bat, bear (black, brown, grizzly, cave, polar), bison, boar, cat, cheetah, crocodile, dog (wild), eagle, elephant, frog, hawk, horse (wild), leopard, lion, lizard, manta ray, monkey, octopus, owl, rat, raven, shark, snake, squid, tiger, toad, weasel, whale (blue, sperm, orca), wolves and wolverine.

SUMMON BEASTS OR PLANTS, Level 5 druid

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

This spell resembles *summon animals*. The spell conjures one or more beasts or plants with total HD equal to the caster's level. Thus, a 9th level caster can summon one 9 HD creature, two 4 HD creatures plus one 1 HD creature or nine 1 HD creatures. The caster must choose either beasts or plants; not a mixture of the two. The caster chooses the HD distribution desired, and the spell attempts to accommodate the request. The caster does not choose the specific type of creature summoned, but a request can be made (as with *summon animals*). The types of beasts which can be summoned are left to the discretion of the Castle Keeper.

SUMMON ELEMENTAL, Level 6 druid

CT 10 min.	R 150 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S, DF

A portal to an elemental plane of the caster's choice (air, earth, fire or water) is torn open with this spell, drawing an elemental to the caster's service. When the spell is complete, a 12 HD elemental appears. The elemental has at least 4 HP per HD. Once the elemental appears, it serves the caster for the duration of the spell. The elemental explicitly obeys and never attacks the caster, even if someone else manages to usurp or gain control over the elemental. The caster does not need to maintain control over the elemental, and can dismiss it at any time.

SUMMON ELEMENTAL SWARM, Level 9 druid

CT 10 min.	R 150 ft.	D 10 min./lvl.
SV n/a	SR n/a	Comp V, S,DF

A portal to an elemental plane of the caster's choice (air, earth, fire or water) is torn open with this spell, drawing a small army of elementals to the caster's service. When the spell is complete, 2d4 elementals of 8HD in size appear. 10 minutes later, 1d4 elementals of 12 HD in size appear. 10 minutes after that, 1 elemental of 16HD appears. Each elemental has at least 5 HP per HD. Once the elementals appear, they serve the character for the duration of the spell. The elementals obey the caster explicitly and never attack them, even if someone else manages to usurp or gain control over them. The caster does not need to maintain control over the elementals, and can dismiss them singly or in groups at any time.

SUMMON FAMILIAR, Level 1 wizard

CT 1 day	R n/a	D n/a
SV no	SR yes	Comp V, S, M

This spell calls a familiar, a unique companion and servant, and binds it to the caster. Doing so takes a day and uses up materials costing at least 100gp. A familiar is a magical, unusually tough and very intelligent version of a small animal or magical beast. The creature serves willingly. A character may have only one familiar at a time.

An empathic link forms between the master and familiars, granting special abilities to the master as detailed below. The empathic link functions only if the familiar is within one mile of its master.

Familiars do not involve themselves in combat. A familiar may fight if its master faces a life-and-death situation, but magical beast familiars, especially those of an evil alignment, might not do so if the familiar feels its own life would be jeopardized. If a familiar dies, or the master chooses to dismiss it, the master loses a level in the class that allowed the spell to be cast and permanently loses the number of hit points the familiar granted the master. A master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a constitution point when this occurs. If a familiar is raised from the dead, the caster will recover the experience points and hit points lost as a result of the familiar's death.

The type of familiar that responds to the spell is randomly determined, or, some say, is directed by the deities. The Castle Keeper might apply modifiers to the roll to determine the familiar, especially if more than the usual special materials are used in casting the spell. Or, the Castle Keeper may allow the character to choose if certain unusual circumstances are met or are part of the story of the game. The caster may refuse to accept the familiar that is summoned, but the caster will be unable to successfully cast the spell again for one year and a day. Some magical beast familiars serve only a master of a certain alignment. If such a magical beast is summoned by the spell and it refuses to serve the caster, the caster can attempt the spell again after one month and a day has passed.

SUMMONED FAMILIAR TABLE

d20	Familiar	Special Abilities
1-3	Cat	Night vision, superior hearing, move silently, hide
4-6	Hawk	Enhanced vision, distance vision
7-9	Owl	Night vision, superior hearing
10-12	Raven	Enhanced vision, speaks common
13-15	Toad	Wide angle vision
16-18	Weasel	Superior hearing and smell, move silently, hide
19	CK choice	One of the above, or another small animal such as a bat, rat, small snake
20	Magical Beast	Roll on magical beast sub-table, or CK chooses.

Some sample stats for the various creatures are included as a basis for the Castle Keeper to build upon.

CAT (*These neutral animal vital stats are HD 2d2, AC14, move 30 feet.Their primary attributes are physical and mental (see below). Cats threaten in combat but the damage of their attack is negligible. See the chart above for special abilities.)*

HAWK (*These neutral animal vital stats are HD 2d6, AC 14, move 5 feet or 120 feet in flight. Their primary attributes are physical and mental (see below). They attack with their talons for one point of damage or beak for 1d2. See the chart above for special abilities.)*

OWL (*These neutral animal vital stats are HD 2d6, AC 14, move 5 feet or 60 feet in flight. Their primary attributes are physical and mental (see below). They attack with their talons for one point of damage or beak for 1d2. See the chart above for special abilities.)*

RAVEN (*These normal animal vital stats are HD 2d2, AC 14, move 5 feet or 60 feet in flight. Their primary attributes are physical and mental (see below). They do not participate in combat and flee when danger threatens. See the chart above for special abilities.)*

TOAD (*These small amphibian vital stats are HD 2d8, AC 16, move 10 feet or 20 foot jump. Their primary attributes are physical and mental (see below). They prefer to hide and use their natural coloration for camouflage. Contact with their skin necessitates a constitution save against a type I-IV poison (CK determines). See the chart above for special abilities.)*

WEASEL (*These small rodent vital stats are HD 2d4, AC13, move 30 feet or climb 20 feet. Their primary attributes are physical and mental (see below). Weasels avoid combat. Their stealthy abilities (see chart above) make them ideal scouts.)*

FAMILIAR BASICS

Use the basic statistics for a creature of its type, as appearing in *Monsters & Treasures*, except for the following changes:

Hit Dice: Double the hit dice for a normal animal of the type.

Hit Points: The familiar's hit point total is added to the master's own hit points, as long as the familiar is within one mile.

Saving Throws: The familiar uses the master's base saving throw bonuses if they're better than the familiar's bonuses.

Intelligence: Animal familiars are unusually intelligent, and will have an effective intelligence of 1d4+8 (9-12). Magical beast familiars have an effective intelligence of 1d4+10 (11-14), unless a typical creature of its type has a higher intelligence.

Special Abilities: Each familiar has its own special abilities, or enhanced senses, as noted in the table. In addition, the familiar can communicate with animals of approximately the same type as itself, and the communication is limited by the intelligence of the conversing creatures.

Empathic Link: The empathic link allows the master to communicate telepathically with the familiar for up to one mile. Although some familiars may be able to communicate verbally with their master, telepathic communication is typically better in conveying meaning and intent.

Additionally, the empathic link allows the master to share the familiar's senses as long as the master concentrates on doing so (just like spell concentration). When concentrating, the master shares the familiar's five senses (sight, hearing, smell, taste, and touch). Thus, for example, the master can see through the familiar's eyes. If a familiar has an enhanced sense, like superior hearing, the master gains the benefit of the enhanced sense as well, but only as to what the familiar can sense. In other words, an owl familiar does not grant its master the special ability of superior hearing, the master simply shares and listens through the owl when concentrating on doing so. Sharing the familiar's senses is a somewhat alien process, as a familiar does not always sense in the same way a person does. Some familiars may have a deficiency in one sense, or lack certain body parts, such as ears, that are normally associated with a sense.

The empathic link also allows the master to cast a spell on a familiar that normally can only be cast on the caster alone, without having to touch the familiar (range is up to one mile). At the master's option, the master may cast any spell on himself and it will also affect a familiar (such as shield). If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than one mile away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. The master and familiar can share spells in this way, even if the spells normally would not affect creatures of the familiar's type.

CELESTIAL AND FIENDISH ANIMALS: A celestial (good or holy) or fiendish (evil or unholy) version of an animal. The Castle Keeper should pick a type on the summoned familiar table, or roll again on it to determine the type of celestial animal. A celestial familiar serves only good-aligned characters, and a fiendish familiar serves only evil-aligned characters. A celestial or fiendish animal shares its spell resistance with its master as long as the master is within 150 ft.

MAGICAL BEAST SUB-TABLE

d20	Familiar	Special Abilities
1-12	Magical Animal	Spell resistance is equal to magical animal's hit dice.
13-14	Demon	See text
15-16	Devil	See text
17-19	Faerie	See text
20	Familiar Dragon	See text

MAGICAL BEASTS

Magical beast familiars are more independent than a normal familiar. Each has its own unique special abilities. The master does not gain the special abilities of a magical beast unless otherwise indicated.

Demon: A small demon such as a quasit, or other demon of the Castle Keeper's creation. A demon familiar is one of the most independent types, and it will only serve a chaotic evil or chaotic neutral master. A demon's special abilities are determined by the Castle Keeper or are indicated in the demon's entry in ***Tome of the Unclean*** or ***Monsters & Treasure of Aihrde***. They do not share their unique special abilities with their master, and are highly unlikely to fight to save their master's life.

QUASIT (*These minor demon vital stats are HD 2d8, AC 14, move 40 feet or fly 60 feet. Their primary attributes are physical. They attack with either their claws (1d2) or bite (1d2). They are able to cast the following spells once per day at the 3rd level of ability; protection from good, darkness and pyrotechnics.)*

Devil: A small devil such as an imp or other devil of the Castle Keeper's creation. A devil familiar is more independent than normal, for its lawful nature creates loyalty. A devil familiar will only serve a lawful evil or neutral evil master. A devil's special abilities are determined by the Castle Keeper or are indicated in the devil's entry for them in ***Tome of the Unclean*** or ***Monsters & Treasure of Aihrde***. They do not share their unique special abilities with their master, and are highly unlikely to fight to save their master's life.

IMP (*These minor devil vital stats are HD 2d8, AC 15, move 20 feet or fly 60 feet. Their primary attributes are physical. They attack with either their bite (1d4) or stinger which causes one point of damage. The stinger administers poison and if a constitution check is not made, the victim suffers 2 points per round for 4 rounds. Imps regenerate one point per round.)*

Faerie: A small sprite such as a pixie, brownie or any other such creature of myth, or one of the Castle Keeper's creation. Faerie familiars have all the qualities of the fey, and they can be independent but loyal, annoying but playful. A faerie familiar will serve a master of any alignment, if reasonable for a creature of its type, but most prefer chaotic good, chaotic neutral, neutral good, neutral or neutral evil masters. Most of their special abilities cannot be shared with the master, but those with spell resistance will normally share it with their master.

PIXIE (*Their vital stats are HD 2d4 AC 15, move 20 feet or fly 60 feet. Their primary attributes are physical. They attack with small arrows which do 2-5 points of damage, or another variety that causes sleep for 1d6 minutes, or yet another which causes memory loss, unless an intelligence save is made. All arrows have a +4 effective bonus to attack rolls.)*

Familiar Dragon: A familiar dragon is a very small dragon about 2 to 3 feet in length. Some look like a miniature version of a larger, true dragon, while others have no true draconic counterpart. Their special abilities may mimic a true dragon's, or may more resemble those of a pseudodragon's. Each familiar dragon is unique; and the CK determines its details and special abilities, and which of those abilities are shared with the master (if any). They are extremely loyal. A familiar dragon responding to the summons will always be the same alignment as the caster.

The material component for this spell is 100gp worth of material.

SUMMON GREATER MONSTER, Level 7 wizard

CT 1	**R 50 ft.**	**D 1 rd./lvl.**
SV none	**SR no**	**Comp V, S,DF**

This spell is like *summon monster,* save that it summons more powerful monsters to aid the caster. The spell conjures one or more monsters with total HD equal to the caster's level, but no monster can have more than 9 HD. Thus, a 15th level caster can summon one 9 HD monster plus one 6 HD monster, or fifteen 1 HD monsters. For purposes of this spell, monsters include only aberrations, animals (including giant varieties), beasts, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, shapechangers and vermin.

The caster cannot choose the specific type of monster summoned, although a request can be worked into the spell's casting. More general requests, such as monsters that fly, magical monsters, or fierce monsters are more likely to be answered. The monsters summoned will come from the region where the spell is cast, and are always determined by the Castle Keeper.

SUMMON LESSER MONSTER, Level 3 wizard

CT 1	**R 50 ft.**	**D 1 rd./lvl.**
SV none	**SR no**	**Comp V, S, DF**

This spell summons monsters to aid the caster. The monsters appear where the caster designates, within range, and act immediately on the caster's turn in the initiative order thereafter. If the caster can communicate with the monsters, the caster can direct them not to attack, to attack particular enemies or to perform other actions. If communication is not possible, the monsters will attack any apparent enemies of the caster. Monsters attack opponents to the best of their ability. Summoned creatures disappear at the end of the spell's duration.

The spell conjures one or more monsters with total HD equal to the caster's level, but no monster can have a HD greater than 3. Thus, a 7th level caster can summon two 3 HD monsters plus one 1 HD monster, or seven 1 HD monsters. The caster chooses the HD distribution desired, and the spell attempts to accommodate the request. For purposes of this spell, monsters include only aberrations, animals (including the giant variety), beasts, fey, humanoids and vermin.

The caster does not choose the specific type of monster to be summoned, although a request can be worked into the spell's casting. More general requests, such as "monsters that fly" or "magical monsters" or "fierce monsters", are more likely to be answered. The monsters summoned comes from the region where the spell is cast, and are always determined by the Castle Keeper.

SUMMON MAGICAL BEASTS OR FEY, Level 7 druid

CT 1	**R 50 ft.**	**D 1 rd./lvl.**
SV none	**SR no**	**Comp V, S, DF**

This spell is like *summon animals* and *summon beasts*, except it summons either magical beasts or fey. The spell conjures one or more magical beasts or fey with total HD equal to the caster's level. Thus, a 14th level caster can summon one 14 HD creature, four 2 HD creatures plus one 6 HD creature, or seven 2 HD creatures. The caster must choose either magical beasts or fey, not a mix of the two. The caster chooses the HD distribution desired, and the spell attempts to accommodate the request. The caster does not choose the specific type of creature summoned, but requests can be made as with *summon animals*. Unlike animals, beasts and plants, the creatures summoned by

this spell are often more intelligent and less inclined to follow orders and commands. Additionally, alignment plays a large role in determining the effectiveness of any order.

SUMMON MONSTER, Level 5 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

This spell is much like *summon lesser monster*, but the monsters are considerably more powerful. The spell conjures one or more monsters with total HD equal to the caster's level, but no monster can have more than 6 HD. Thus, a 12th level caster can summon two 6 HD monsters, or two 5 HD monsters plus one 2 HD monster. For purposes of this spell, monsters include only aberrations, animals (including giant varieties), beasts, fey, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, shapechangers and vermin.

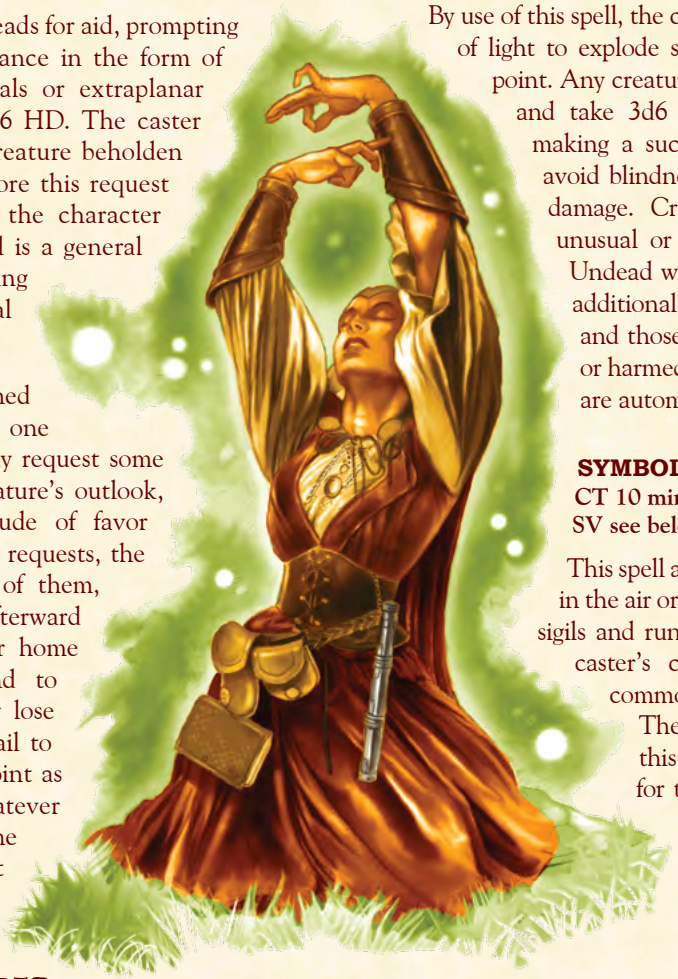
The caster does not choose the specific type of monster summoned, although a request can be worked into the spell's casting. More general requests, such as monsters that fly, magical monsters or fierce monsters are more likely to be answered. The summoned monsters come from the region where the spell is cast, and are always determined by the Castle Keeper.

SUMMON PLANAR ALLY, Level 8 cleric

CT 1 min.	R 50 ft.	D see below
SV see below	SR see below	Comp V, S, DF

Beseeching their deity, the caster pleads for aid, prompting the deity to select and send assistance in the form of a number of appropriate elementals or extraplanar creatures totaling no more than 16 HD. The caster may request a known individual creature beholden to the deity, but the deity can ignore this request and send a different creature. If the character serves no particular deity, the spell is a general plea answered by a creature sharing the character's philosophical alignment.

The caster may ask the summoned creature or creatures to perform one task, and a summoned creature may request some service in return (as befits the creature's outlook, alignment, deity and the magnitude of favor asked). If the caster agrees to these requests, the creature performs the task asked of them, reporting back to the character afterward if possible, then returning to their home plane. The caster is honor-bound to perform the return favor, and may lose any or all clerical abilities if they fail to do so. This will last until such a point as the caster properly atones, in whatever manner their deity sees fit, for the breech of promise. A creature might accept some form of payment, such as a magic item, in return for its service. The creature might keep it or may deliver the item to another member of the character's religion somewhere else where the item can help the religion's cause.



SUMMON SWARM, Level 2 druid

CT 1	R 50 ft.	D concentration + 2rds
SV none	SR no	Comp V, S, DF

The caster summons a 5 by 5 foot swarm of insects to attack foes. The type of insect summoned is determined by the Castle Keeper. The swarm will not extend beyond the range of the spell. A creature caught in the swarm who takes no action other than fighting off the swarming creatures takes 1 point of damage per round. Any other action attempted, even if it is simply leaving the swarm, results in 1d4 plus +1 HP per caster level of damage per round. A caster can direct the swarm to move up to 30 feet per round. Weapons do not effect a swarm, but fire and area effect attacks can cause it to disperse. The swarm will disperse when it has suffered 2 hit points of damage per level of the caster.

1d20	SWARM TYPE	15-16	Spiders
1-8	Rats	17-18	Centipedes
9-14	Bats	19-20	Flying beetles

SUNBURST, Level 8 druid, level 8 illusionist

CT 1	R 50 ft.	D instant
SV see below	SR yes	Comp V, S, DF

By use of this spell, the caster causes a brilliant sunburst of light to explode soundlessly at a predetermined point. Any creatures within the burst are blinded and take 3d6 hit points of damage. Those making a successful dexterity saving throw avoid blindness and take half the hit point damage. Creatures to whom sunlight is unusual or harmful take double damage. Undead who fail a dexterity save take an additional 1d6 damage per caster level and those who are specifically destroyed or harmed by sunlight (such as vampires) are automatically destroyed.

SYMBOL, Level 8 cleric, 9 illusionist

CT 10 min.	R touch	D see below
SV see below	SR yes	Comp V, S, M

This spell allows the caster to scribe, either in the air or on a surface, a variety of mystic sigils and runes. The effects depend on the caster's choice of symbols, but some common symbols are described below. The Castle Keeper is free to add to this list. The material components for this spell are a diamond tipped pen and ink made from some unusual creature. The total value of these items should cost no less than 5000gp.

All symbols are inactive after being traced, and are programmed to activate on a circumstance given to it by the caster. As a guidance, most symbols are triggered whenever a creature does one or more of the following, as the caster selects: reads, touches or passes over the rune; looks at the rune; or passes through a portal bearing the rune.

In this case, reading the rune means any attempt to study it, identify it or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if it reacts to touch. To trigger a symbol, a creature must be within 30 feet of the rune. The caster can also create a command word that can be spoken prior to any of the above actions, so that the symbol will not activate. Creatures who subsequently meet an active symbol's triggering conditions suffer its effects.

Death: One or more creatures within 30 feet whose combined total hit points do not exceed 100 must succeed at a constitution check or die. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 100 hit points worth of creatures.

Discord: All creatures with an intelligence score of 3 or higher within 30 feet who fail an intelligence save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they will attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering, and lasts 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level.

Fear: Living creatures within 30 feet become panicked unless they save versus charisma at -4. Those that fail suffer a -2 penalty on charisma saving throws for 10 minutes per caster level, and they flee from the area. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger) and flees any other dangers that confront it. If cornered, a panicked creature cowers. Once triggered, the symbol lasts 10 minutes per level.

Hopelessness: All creatures within 30 feet radius must attempt charisma saves at a -4 penalty. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it will retreat from the rune at normal speed. In either case, the creature can defend itself normally if attacked. Once triggered, the symbol lasts 10 minutes per caster level.

Insanity: One or more creatures within 30 feet, whose combined total hit points do not exceed 150, become insane unless they make an intelligence saving throw. Insane creatures behave randomly, either wandering away for 1 minute (unless prevented), doing nothing for 1 round, attacking the nearest creature for 1 round, or acting normally for 1 round until the spell ends. The spell lasts until a *restoration*, *greater restoration*, *heal*, *limited wish* or *wish* is cast on the creature. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol lasts until it has affected 150 hit points worth of creatures.

Pain: Creatures within 30 feet suffer wracking pains that temporarily reduce dexterity scores by 2 and impose a -4 penalty on attack rolls, dexterity saves and ability checks. A successful constitution save at -4 negates these effects. The pain lasts 2d10x10 minutes. Once triggered, the symbol lasts 10 minutes per caster level.

Persuasion: All creatures within 30 feet must succeed at a charisma save at -4 to resist. If the save fails, the creature becomes the same alignment as the caster for 1d20 x 10 minutes. During this time, affected creatures become friendly to the caster. The spell does not enable the character to control the creatures as if they were automatons, but the creatures perceive the character's words and actions in the most favorable way. The caster can try to give the creatures orders, but must succeed at a charisma check (difficulty determined by the Castle Keeper) to convince the creatures to do anything they wouldn't ordinarily do. The creatures never obey suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the creatures breaks the spell. Note also that the caster must speak the creatures' language to communicate the character's commands, or else be good at pantomiming.

Sleep: Creatures within 30 feet fall into a catatonic slumber if they have 8 or fewer HD (intelligence save negates). Sleeping creatures cannot be awakened for 3d6x10 minutes. Once triggered, the symbol lasts 10 minutes per caster level.

Stunning: One or more creatures within 30 feet whose total hit points do not exceed 200 must succeed at a constitution save or become stunned. The symbol affects the closest creatures first, skipping creatures with too many hit points to affect. A stunned creature can't act, and loses any dexterity bonus to AC. Attackers gain a+2 bonus while attacking stunned creatures. In addition, stunned creatures will drop what they are holding.

The material component is 5000gp worth of material.

T

TELEKINESIS, Level 5 wizard

CT 1	R 100 ft.	D 1 rd./lvl.
SV see below	SR yes	Comp V, S

By concentrating, the caster can move an object or creature weighing 25 pounds per level of the caster up to 20 feet per round by mental command. A creature can negate the

effect against itself with a successful charisma save at -4, and against an object it possesses with a successful strength save, or with SR.

The spell lasts up to 1 round per caster level, but it ends if the caster ceases concentrating. The weight can be moved in any direction, but not beyond the spell's range. The spell ends if an object is forced beyond the range.

Alternatively, if the caster chooses, the spell energy can be expended in a single round. The caster can hurl, with massive force, one object or creature (within range toward any target also within range). The caster can hurl up to a total weight of 25 pounds per caster level. To hit a target with a hurled item, caster must succeed at an attack roll using the caster's to hit bonus + the caster's intelligence modifier. Weapons hurled by the spell cause double standard damage (with no strength bonus). Other objects cause 1d6 points of damage per 25 pounds of weight. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed a charisma save as noted above. If a creature is hurled against a solid surface, it takes damage as if it had fallen 30 feet.

TELEPATHIC BOND, Level 5 wizard, 7 illusionist

CT 1	R see below	D 1 hr.
SV none	SR no	Comp V, S

The caster forges a telepathic bond among intelligent creatures. Only one creature per three levels of caster can be affected and they must all be within 30 feet of the caster. All the targets must have an intelligence score of 6 or higher. Each creature targeted is linked to all the others. The bond can be established only among willing subjects. All subjects can communicate telepathically through the bond, regardless of language. Once the bond is formed, it works over any distance, but not between planes of existence.

TELEPORT, Level 5 wizard

CT 1	R touch	D instant
SV none	SR yes (h)	Comp V

This spell instantly transports the caster, and a certain amount of additional weight, to any designated destination on the same plane of existence. The caster can transport his body and gear, willing creatures, and objects not held by other creatures. All of these items can total no more than 50 pounds per caster level. The character must have some clear idea of the location and layout of the destination. The clearer the character's mental image, the more likely the teleportation works (see table). Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Teleportation is instantaneous travel through the astral plane; anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the teleport table below. Refer to the information below for definitions of the terms:

TELEPORTATION LOCATION FAMILIARITY

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	—	81-92	93-100	—

Very Familiar: A place where the caster has been very often and feels at home.

Studied Carefully: A place the caster knows well, either because they have been there often or have used other means to study the place.

Seen Casually: A place that the caster has seen more than once, but with which the character is not very familiar.

Viewed Once: A place that the caster has seen once.

Description: A place whose location and appearance the caster knows only through someone else's description, perhaps even from a precise map.

False Destination: A place that does not exist. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the character to hope to arrive at, or even be off target from.

On Target: The caster appears at the desired location.

Off Target: The character appears safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. The Castle Keeper determines the direction off target randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. Generally, the caster appears in the closest similar place, but since the spell has no range limit, they could conceivably wind up somewhere else across the globe.

Mishap: The caster and those teleporting with the caster suffer one of the following: 1-3 scrambled; 4-5 appear above; 6 appear below the intended destination. Scrambled travelers each take 1d10 points of damage, and the CK re-rolls on the chart to see where the travelers wind up. For these re-rolls, roll 1d20+80 and each time *mishap* comes up, the characters take more damage and must re roll. Characters appearing above do so 1d6x10 feet above the intended destination and suffer appropriate damage if they fall. Characters appearing below do so 1d6x10 feet below the intended destination and either instantly die from teleporting into a solid surface or appear in whatever open space exists underground.

TELEPORTATION CIRCLE, Level 8 wizard

CT 1	R see below	D 1 min./lvl.
SV none	SR yes (h)	Comp V, M

By casting this spell, the caster creates a 10-foot diameter circle on any horizontal surface that teleports any creature on it to a designated location. Once the caster chooses the destination, it cannot be changed. The spell fails if the caster attempts to set the circle to teleport creatures into a solid object, to a place with which the caster is not familiar and has no clear description or to another plane. The circle itself is nearly impossible to notice. If the caster intends to keep creatures from activating it accidentally, the circle must be marked in some way. Teleportation is instantaneous travel through the astral plane; anything that blocks astral travel also blocks teleportation.

The material component for this spell is a 100gp loop of golden thread.

TELEPORT WITHOUT ERROR, Level 7 wizard

CT 1	R touch	D instant
SV none	SR yes (h)	Comp V

This spell acts just like teleport, except there is no chance the travelers will not arrive at the designated destination. If the caster attempts to teleport with insufficient or misleading information, the spell fails. Areas of strong physical or magical energies may still make teleportation impossible.

TEMPORAL STASIS, Level 9 wizard

CT 1	R 10 ft.	D permanent
SV none	SR yes	Comp V, S, M

The caster places the target into a state of suspended animation. For the creature, time ceases to flow and it does not grow older. Its body functions virtually cease, and no force or effect can harm it. The onset of poisons and disease and bleeding from mortal wounds ceases. This state persists until the magic is removed by a successful *dispel magic*, or until the caster releases the spell. The caster can release the spell at any time, with a single word of command.

The material component for this spell is a 5,000gp diamond.

TIME STOP, Level 9 wizard

CT 1	R see below	D 1d4+1 rd.
SV none	SR see below	Comp V

This spell causes time to cease flowing for everyone but the caster. The caster is free to act in any manner for the spell's duration, including attacking, casting spells or manipulating objects. All other creatures are frozen in place, unable to act. Creatures with SR can resist the effect. Energy and effects present in the area can still affect the caster. The caster cannot enter an area protected by an anti-magic field, or by protection from *alignment,* or by a *magic circle* spell, while under the effects of *time stop*. Spells cast or damage inflicted by the caster on another target during a *time stop* has no effect until the *time stop* ends. At that time, targets of spells receive a saving throw to avoid or mitigate effects if one is normally allowed. Physical damage, by weapon or spell, also accrues after the *time stop* ends. Spells cast upon the caster during a *time stop* take effect immediately upon casting. Durations of spells cast in this way should include the time spent in effect during the *time stop*. For example, a wizard casts shield during the first round of a time stop; the duration of his shield should include the one remaining round of the *time stop* for the purpose of determining when the spell dissipates.

TINY HUT, Level 3 wizard

CT 1	R n/a	D 1 hr./lvl.
SV none	SR no	Comp V, S, M

The caster creates an unmoving, opaque sphere of force around his or her self. A small opaque glass ball is fixed in place, and does not move with the caster. The sphere can be of any color. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other human-size or smaller creatures can fit into the field with the caster and they can freely pass into and out of the hut without harming it. However, if the caster leaves the hut, the spell ends. The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0 degrees or above 100 degrees lowers or raises, respectively, the interior temperature on a degree for degree basis (thus, if it's -20 degrees outside, inside it'll be 50 degrees). The hut also provides protection against the elements, such as rain, dust and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The caster can dimly illuminate the interior upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut, and thus have total concealment.

The material component for this spell is an opaque glass ball.

TONGUES*, Level 4 cleric, 3 wizard, 3 illusionist

CT 1	R touch	D 1 min./lvl.
SV none	SR no	Comp V, S

This spell grants the touched creature the ability to speak and understand the language of any intelligent creature within a 30-foot sphere. The subject can speak only one language at a time, although he or she may be able to understand several languages. This spell does not enable the subject to speak with creatures that do not normally speak. This spell does not guarantee a favorable reaction from any creature addressed.

The reverse of this spell, *cipher*, garbles verbal communication between all creatures in the affected area. It also counters the effects of the *tongues* spell.

TRANSMUTE FLESH AND STONE, Level 6 wizard

CT 1	R 150 ft.	D permanent
SV wisdom negates (h)	SR yes	Comp V, S, M

In an instant, this spell transforms one creature and all objects it carries into stone, bereft of sense, thought or the faintest

glimmer of life. Alternately, this spell can transform a mass of stone into an equal mass of flesh, though the flesh will possess no bones, organs or life unless the spell is being used to restore a petrified creature. When a petrified creature is turned back to flesh, any damage it or anything it bears has suffered afflicts the creature or object, unless the broken pieces are joined with them as they return to flesh. Only creatures made of flesh may be petrified by this spell.

The material component for this spell is a drop of blood, clay, dirt or stone.

TRANSMUTE METAL TO WOOD, Level 7 druid

CT 1	R 50 ft.	D permanent
SV none	SR yes	Comp V, S, DF

This spell enables the caster to change one metal object to wood, including weapons, armor and other metal objects carried by creatures. Magic objects made of metal effectively have SR16 plus their bonus against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood suffer a -2 penalty to attack and damage rolls. Armor converted from metal to wood loses 2 points of AC. Weapons changed by this spell splinter and break on any natural attack roll of 5 or lower, and armor changed by this spell loses an additional point of AC bonus every time it is struck by a natural attack roll of 15 or higher. Only a *limited wish* (temporary), *wish*, or similar magic can return an object back to its original state.

TRANSMUTE MUD AND ROCK, Level 5 druid, 5 wizard

CT 1	R 150 ft.	D permanent
SV see below	SR no	Comp V, S, M,DF

This spell can transform normal mud or quicksand of any depth into soft stone permanently. Creatures in the mud are allowed a dexterity save to escape before the area is hardened to stone. Alternatively, the spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical or enchanted stone is not affected. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly or otherwise free themselves from the mud will sink and potentially asphyxiate. If the spell is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at dexterity saves. Castles and large stone buildings are generally immune to the effects of the spell because the spell can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell. Each substance changed remains thus unless natural forces such as evaporation or magical forces restore its state but not necessarily its form. Each version of this spell dispels the other, but again, does not restore the original form. The spell can effect two 20 foot cubes per level.

The material component for this spell is a piece of clay.

TRANSPORT VIA PLANTS, Level 6 druid

CT 1	R unlimited	D 1 rd.
SV no	SR yes	Comp V, S

The caster can enter any normal plant of human size or larger, and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, the caster needs merely designate direction and distance, and the spell moves the caster as close as possible to the desired location. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster is ejected from the entry plant. This spell does not function with plant creatures. This spell will not transport the caster between planes of existence.

TRAP THE SOUL, Level 9 cleric, 8 wizard, 8 illusionist

CT 1 or see below	R see below	D permanent
SV see below	SR see below	Comp V, S, M

This spell forces, or convinces, a creature's material body and life force to enter into an extra-dimensional space within a gem, worth at least 1000gp per level or HD of the creature trapped. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken. The spell can be triggered in one of two ways.

Spell Completion: The spell can be completed by speaking its final word as if the caster were casting a regular spell at the subject. This allows SR (if any) and an intelligence save to avoid the effect. If the creature's true name is spoken as well, any SR is ignored but the save CL increases by 2. If the save or SR is successful, the gem shatters.

Trigger Object: The second method tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger object when the gem is enchanted. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of SR or a save.

The material component for this spell is a 1000gp gem.

TREASURE HOARD, Level 4 illusionist

CT 1	R 250 ft.	D 2 rds./lvl.
SV ingelligence negates	SR yes	Comp V, S

A vast treasure appears within range. If victims don't make their saving throw, they see masses of gems, magical weapons, magical items of all types, and many coffers filled with gold. Those that fail their save grab several highly valuable items and run away with their treasures until the spell ends.

TRUE RESURRECTION, Level 9 cleric

CT 3 hrs.	R touch	D permanent
SV none	SR yes (h)	Comp V, S, M,DF

The caster restores life to a deceased creature. This spell can bring back creatures whose bodies have been wholly destroyed, provided the caster unambiguously identifies the deceased in some fashion, such as reciting the time and place of birth or death of the deceased. The resurrected creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells or loss of a constitution point. The spell can revive someone killed by a death effect or turned into an undead creature and then destroyed. Constructs, elementals, outsiders and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

The material component is a gem worth at least 5000gp.

TRUE SEEING, Level 5 cleric, 5 illusionist

CT 1	R touch	D 1 rd./lvl.
SV none	SR yes	Comp V, S, M

The caster confers on the subject the ability to see all things as they actually are. The subject notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions and sees the true form of polymorphed, changed or transmuted things. Further, the subject can see into the ethereal plane. The range of conferred sight is 120 feet. A liquid is used to pour over the eyes to enact this spell.

The spell does not penetrate solid objects. It does not cancel concealment, including that caused by fog and the like, nor does it help the viewer see through mundane disguises, spot creatures who are simply hiding or notice secret doors hidden by mundane means. Additionally, the divine version of this spell allows the subject to see auras, noting the alignments of creatures at a glance.

The material components are materials worth at least 250gp.

U

UNDETECTABLE AURA, Level 1 illusionist

CT 1	R touch	D n/a
SV none	SR yes (object)	Comp V, S

This spell allows the caster to mask a magic item's aura from detection. If the object bearing *undetectable aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities. The object so hidden can weigh 5 pounds per level of the caster.

UNSEEN SERVANT, Level 1 wizard

CT 1	R 50 ft.	D 1 hr./lvl.
SV n/a	SR n/a	Comp V, S, M

The *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It has an effective strength score of 2 for lifting purposes. It can trigger traps and such, but it can exert only 20 pounds of force. Its speed is 15 feet per round. The servant cannot attack in any way. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. If the caster attempts to send it beyond the spell's range, the servant ceases to exist.

The material component for this spell is a 5gp gem.

V

VANISH, Level 7 wizard

CT 1	R touch	D instant
SV none	SR yes (object)	Comp V

This spell works exactly like *teleport*, except only objects can be teleported. The caster can teleport up to 50 pounds or 3 cubic feet of matter per level. Creatures and magical forces cannot be made to vanish. Mishap is possible, just as in the *teleport* spell.

VEIL, Level 6 illusionist

CT 1	R 50 ft.	D 1 hr./lvl.
SV see below	SR see below	Comp V, S

The caster instantly changes the appearance of the target creature and then maintains that appearance for the spell's duration. The caster can affect one creature per two levels of experience. The recipients of the spell can not be more than 30 feet apart. The caster makes the subjects appear to be anything the caster wishes. The subjects look, feel, and smell just like the creatures whose appearance the target takes. Affected creatures resume their normal appearances if slain. The caster must succeed at an intelligence check at +6 to duplicate the appearance of a specific individual. Unwilling targets can negate the spell's effect by making intelligence saves. Those who interact with the subjects can attempt intelligence (disbelief) saves to see through the glamour, but SR doesn't help to detect the illusion.

VENTRILOQUISM, Level 1 illusionist

CT 1	R 50 ft.	D 3 rd.+1 rd./lvl.
SV intelligence to disbelieve	SR no	Comp V, S

The caster can make his voice (or any sound that the caster can normally make vocally) seem to issue from some place else. The caster can speak in any language the caster knows. Anyone who hears the voice and rolls a successful intelligence save recognizes the sound as illusory (but still hears it).

VISION, Level 7 illusionist

CT 1 min.	R n/a	D see below
SV see below	SR no	Comp V, S

Vision quickly brings to the caster's mind legends about an important person, place or thing, but produces some strain on the caster. The

caster poses a question about some person, place or object, then casts the spell and goes to sleep. If the person or object is at hand, or if the character is in the place in question, the caster receives a vision about it with a successful intelligence check.

If the person, place or object is not at hand, but detailed information is known by the caster, the intelligence check is made at -5, and any information gained is incomplete. Incomplete information often provides enough clues to help the caster find the person, place or thing. This allows for a better vision when the spell is next cast. If only rumors are known, the intelligence check is made at -10, and any information gained is vague (though it often directs the caster to more detailed information, thus allowing a better vision).

When completed, the divination brings legends (if any) about the person, place or thing to the caster's mind. These may be legends that are still current, legends that have been forgotten or even information that has never been generally known. If the person, place or thing is not of legendary importance, the caster gains no information.

As a rule of thumb, characters 10th level and higher are legendary, as are the sorts of creatures they contend with, the major magic items they wield and the places where they perform their key deeds.

W

WALL OF FIRE, Level 5 druid, 4 wizard

CT 1	R 50 ft.	D 1 rd./lvl.
SV none (see below)	SR yes	Comp V, S, M, DF

With a single bit of burnt wood, a blazing curtain or ring of shimmering fire springs into existence at the caster's command. The wall can take two forms; either an immobile fiery wall, or a ring of fire surrounding the caster that moves with the caster. In both cases, the wall is 20 feet tall and only 1 foot thick. The fiery wall or curtain of fire measures up to 20 feet long per caster level (up to 100 ft long at 10th level). The ring of fire measures up to 10 feet wide per every two caster levels (up to 50 feet diameter at 10th level).

One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those between 10 and 20 feet. The wall deals this damage when it appears, and for each round that a creature enters or remains in the area. In addition, the wall deals 2d6+1 point per caster level of fire damage to any creature entering or passing through the wall. The wall deals double damage to undead creatures. No saving throw is allowed for any of the heat or fire damage.

If the caster evokes the wall so that it appears where creatures are already present, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful dexterity save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

The caster may maintain the wall indefinitely by concentrating on doing so, or may forgo continued concentration, in which case the wall will last 1 round per caster level.

The wall can be attacked and cancelled by cold spells and damage. If any 5 foot length of the wall takes 20 points of cold damage or more in 1 round, that length goes out.

The material component for this spell is a piece of burnt wood.

WALL OF FORCE, Level 5 wizard

CT 1	R 50 ft.	D 2 rds./lvl.
SV none	SR no	Comp V, S, M

This spell creates an invisible, immobile sheet, sphere or hemisphere of force that is immune to damage of most kinds, including spells and even *dispel magic*. The wall can only be brought down by *disintegrate*, a *rod of cancellation*, a *sphere of annihilation*, or *disjunction*. Spells and breath weapons cannot pass through the wall in either direction, although transportation spells and effects can bypass the barrier. It blocks ethereal creatures as well as material creatures. Gaze attacks operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to 10 feet long per caster level, 20 feet tall and 1 inch thick. Alternately, the caster can form it into a sphere up to 1 foot per level in diameter, or a hemisphere up to 2 feet per level in diameter.

The material components for this spell are 20 small silver mirrors and a 100gp gem.

WALL OF ICE, Level 4 wizard

CT 1	R 150 ft.	D 1 min./lvl.
SV none	SR no	Comp V, S, M

Similar to *wall of fire*, this spell creates an anchored sheet or hemisphere of ice. Unlike *wall of fire*, a *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a wall of ice. Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes. There are two versions of the spell available:

Sheet of ice: A sheet of strong, hard ice appears. The wall may be created either vertically or horizontally/slanting. Vertical walls anchor themselves to the floor, while a horizontal or slanting wall must have two opposite surfaces to anchor itself. The sheet has two possible measurements: (1) up to 10 feet per caster level long, 1 inch per caster level thick, and 10 feet tall/wide, or (2) up to 5 feet per caster level long, 1 inch per caster level thick, and 20 feet tall/wide. A horizontal sheet of ice created in the air without two anchor points acts as a *sleet storm* spell, but lasts only 5 rounds and covers an area equaling one of the two possible measurements.

Each 10-foot length (for the former) or 5-foot length (for the latter) has 3 hit points per inch of thickness. Creatures can hit the wall automatically, and a section of wall whose hit points drop to 0 is breached. Even when the ice has been

broken through, a sheet of frigid air remains that deals 1d6 +1 point per caster level of cold damage to any creature stepping through it. Fire-using creatures passing through this cold air suffer double damage, while cold-using creatures suffer no damage.

Hemisphere of Ice: The wall takes the form of a hemisphere of ice over the caster or a designated target. The hemisphere has a maximum possible diameter of 2 feet per caster level. It is as hard to break through as the sheet of ice, but it does not deal damage to those who go through a breach. The caster can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by making successful dexterity saves.

The material component for this spell is a paper thin crystal.

WALL OF IRON, Level 5 wizard

CT 1	R 50 ft.	D permanent
SV see below	SR no	Comp V, S, M

The caster causes an anchored, vertical iron wall to spring into being. A piece of iron once used in a wall of a fortress is necessary to enact this spell. The wall cannot be conjured to occupy the same space as a creature or another object. The wall inserts itself into the surroundings, anchoring itself if possible. The wall must always form a flat plane, though the caster can shape its edges to fit available space. Like any iron wall, this wall is subject to rust, perforation and other natural phenomena.

The wall of iron is 1 inch thick per four caster levels, and up to 5 feet by 5 feet per caster level. The caster can double the wall's area by halving its thickness. Each 5 foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached.

If the wall is created where it cannot anchor itself, either vertically resting on a flat surface or in the air, it falls on creatures beneath it. An unanchored vertical wall is 50% likely to tip in either direction if left unpushed after 2 rounds. It can be pushed with a strength check (CL 10). Creatures with room to flee the falling wall may do so by making a successful dexterity save. Creatures who fail take 10d6 points of damage.

The material component for this spell is iron dust.

WALL OF STONE, Level 6 druid 5 wizard

CT 1	R 150 ft.	D permanent
SV see below	SR no	Comp V, S, M

This spell creates a wall of rock that merges with and fuses into adjoining rock surfaces. To enact this spell requires a piece of stone from a wall. The wall is 1 inch thick per four caster levels, and up to 5 feet by 5 feet per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create the wall in almost any shape. The wall need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or to form a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed or risk collapsing. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements and so forth by likewise reducing the area. The Castle Keeper must make final judgement on the amount of area consumed by any oddly shaped construction.

Each 5 foot square area of the wall has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful dexterity saves.

The material component for this spell is a flat rock.

WALL OF THORNS, Level 5 druid

CT 1	R 150 ft.	D 10 min./lvl.
SV none	SR no	Comp V, S, M

This spell creates a barrier of very tough, pliable and tangled brush, bearing needle-sharp thorns as long as a person's finger that is 10 cubic feet in size per level of the caster. A simple thorn is used to enact this spell. Any creature forced into or attempting to move through the wall of thorns takes 25 points of damage per round of movement minus 1 point for each point of the creature's AC that is granted by armor. Dexterity bonus to AC does not count for this calculation.

Creatures can force their way slowly through the wall by making a successful challenge level 10 Strength check A successful creature moves a number of feet equal to its strength divided by 3 (round down). Of course, moving or attempting to move through the thorns incurs damage as described above.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage. Creatures with the ability to pass unhindered through overgrown areas can pass through a *wall of thorns* at normal speed without taking damage.

A wall of thorns can be carefully breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

The material component for this spell is a dried thorn.

WALL OF WIND, Level 3 druid

CT 1	R 150 ft.	D 1 rd./lvl.
SV none	SR no	Comp V, S

A 10 x 20 foot high invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. The roaring blast is sufficient to blow away any bird smaller than an eagle, and tear papers and similar materials from unsuspecting hands. Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a -6 to hit and -2 to damage. Massive ranged weapons like catapult boulders, are not affected. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall, although incoroporeal creatures pass through without difficulty. While the wall must be vertical, the caster can shape it in any continuous path along the ground.

WARD'S EXTENDED INVISIBILITY, Level 5 illusionist

CT 4	R touch	D 1 day/lvl.
SV intelligence negates (h)	SR yes	Comp V

The spell only works on nonliving, nonmoving objects that are no larger than 10 feet tall x 10 feet wide. It makes the object temporarily invisible. If the object is moved, the spell is negated.

WARD'S ILLUSIONARY PORTAL, Level 4 illusionist

CT 2	R Special	D 5 rounds
SV none	SR no	Comp V, S

The spell opens a small head-sized dimensional hole appearing in the bedroom of the caster at their last place of residence. The caster can place up to seven unique items in the portal and through to his home.

WARD'S TEMPORARY INVISIBILITY, Level 2 illusionist

CT 1	R touch	D 1 min./lvl.
SV intelligence negates (h)	SR yes	Comp V

The spell only works on nonliving, nonmoving objects weighing less than the casting illusionist. It makes an object temporarily invisible. If the object is moved, the spell is negated. The object can't be more than five feet tall or wide.

WARD'S TEMPORARY STRENGTH, Level 1 illusionist

CT 1	R touch	D 1 min./lvl.
SV intelligence negates (h)	SR yes (h)	Comp V, S

The spell fills the target with energy and power and gives them a temporary +1 to strength. The spell is cumulative up to a strength of 20. The illusion does not make the target seem larger.

WARP WOOD*, Level 2 druid

CT 1	R 50 ft.	D n/a
SV no	SR yes (object)	Comp V, S, DF

The caster causes wood to bend and warp, permanently destroying its form and strength. One cubic foot of material can be affected by this spell. Boards or planks can be affected. Doors can be twisted so that they come off their hinges. Warped weapons are useless. Magic weapons and wood are not affected. The reverse of this spell, *straighten wood*, reforms to original shape, straightness and strength any wood that has been warped by this spell or by other means.

WATER BREATHING, Level 3 druid, 3 wizard

CT 1	R touch	D 2 hrs./lvl.
SV constitution negates (h)	SR yes (h)	Comp V, S, M, DF

The recipient creatures can breathe water freely. Any number of creatures can be affected by touching them in turn, but the duration is divided evenly among them.

The material component for this spell is a straw like instrument.

WEB, Level 2 wizard

CT 1	R 50 ft.	D n/a
SV see below	SR no	Comp V, S, M

This spell creates a many-layered 20 x 20 x 10 foot thick mass of strong, sticky strands resembling a giant spider's web, that trap objects and creatures caught in them. A strand or wad of web from a spider's web is used to enact this spell. The webs must be anchored to two or more solid and diametrically opposed points or else it collapses upon itself. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers. Anyone in the spell's area of effect when it is cast must make a dexterity save or become stuck. An entangled creature suffers a -2 penalty to attack and damage rolls, a -4 penalty to effective dexterity and can't move. An entangled character cannot cast spells with somatic components. A stuck creature can break loose by succeeding at a strength check.

Once loose (either by making the initial dexterity save or a later strength check), a creature may progress through the web very slowly at a rate of 5 feet per round. Each 5 feet of movement requires a new strength check to avoid becoming stuck again.

The webs are flammable and fire burns 5 square feet in 1 round. All creatures in the webs take 2d4 points of damage from the flames.

The material component for this spell is spider silk.

WEIRD, Level 9 illusionist

CT 1	R 150 ft.	D n/a
SV intelligence	SR yes	Comp V, S

This spell acts like *phatasmal killer,* but it affects all creatures within a 25 x 25 foot area. The caster causes a manifestation, in the targets' minds, of the most horrific creature imaginable. This creature is the formulation of all the subconscious fears of each target, brought into a very convincing and deadly illusion. Only the caster and the targets can see the killers. The killers make illusory attacks upon the targets, who must make a successful intelligence saving throw or instantly die from fear and psychic damage. A successful saving throw results in 8d6 damage and stuns the targets for 1 round. The killers cannot be damaged, and will pass through all physical barriers to reach the targets. The killers cannot pass through any area of *anti-magic*.

If the illusionist casting the spell is killed before the effect reaches the targets, the spell ends. In rare circumstances, such

as when a target makes a successful saving throw and is wearing a *helm of telepathy,* the target can turn the killer back upon the caster just as if the target cast the spell in the first place.

WHIRLWIND, Level 8 druid

CT 1	R 450 ft.	D 1 rd./lvl.
SV see below	SR yes	Comp V, S, DF

This spell creates a powerful cyclone of raging wind that is 10 feet wide at the base, 30 feet tall and 30 feet wide at the top that moves through the air, along the ground or over water at a speed of 60 feet per round. The caster can concentrate on controlling the cyclone's every movement or specify a simple course of motion (that cannot be changed once set). The whirlwind moves during the caster's turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds possibly endangering the caster or the caster's allies before it dissipates. Even if the cyclone moves back to within range the caster cannot regain control over it.

Any creature less than 40 feet tall/long that comes in contact with the whirlwind must succeed at a dexterity save or take 3d6 points of damage. Medium-size or smaller creatures who fail their first save must succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever the caster wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released.

WIND WALK, Level 6 cleric, 7 druid, 8 illusionist

CT 1	R touch	D 1 min./lvl.
SV n/a	SR yes (h)	Comp V, S, DF

The caster's body becomes a cloud-like vapor, allowing movement through the air at great speed. The caster can also use the spell to affect additional creatures, each of which acts independently. The caster can add one creature per 3 levels of experience. A magical wind wafts a wind walker along at up to 600 feet per round, or as slow as 5 feet per round. Wind walkers are not invisible, but appear misty and translucent. A wind walker can regain physical form as desired, and later resume the cloud form as long as the spell remains in effect. Each such change requires 5 rounds. While in vaporous form, subjects gain immunity from physical harm, though they, at the Castle Keepers discretion, may sustain damage from high winds. No spell casting is possible in vaporous form. For the last minute of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet) unless the wind walker concentrates otherwise, although descent may be faster if desired. This descent serves as a warning that the spell is about to end.

WISH, Level 9 wizard

CT 1, time takes to word wish	R n/a	D n/a
SV see below	SR yes	Comp V

By speaking aloud, the caster alters reality with this most powerful of spells. Even wishes, however, have limits. The caster may wish for anything conceivable, but the wish must be precisely stated. The longer and more complicated the wish, the more dangerous the spell becomes. A *wish* gives the opportunity to fulfill the caster's request, but the spell, for whatever reason, may pervert the caster's intent into a literal but undesirable fulfillment or a fulfillment with unseen consequence. A *wish* never restores a level or constitution loss from being raised, resurrected or reincarnated from the dead. The caster of a *wish* spell always ages due to the debilitating effects of the spell upon the body. The caster must make a constitution save (challenge level 9) or age 3 years. Success means the caster ages only 1 year. Typically, a *wish* can aid one creature but, multiple subjects can be affected if, for example, they are all cured of the same type of affliction. In such a case, the caster can affect one subject for every three caster levels.

Generally, a *wish* can do any one of the following, if worded correctly, with little danger of misfortune: (1) Duplicate a spell of 9th level or lower that the character knows and has cast, or duplicate any other spell of 6th level or lower that the character has seen; (2) Undo the harmful effects of other spells; (3) Create a valuable item, even a magic item, of up to 15,000 gp in value; (4) Permanently raise or lower an attribute by +1 or -1; (5) Remove injuries and afflictions; (6) A *wish* can bring a dead creature back to life by duplicating *resurrection*; (7) A *wish* can revive a dead creature whose body has been destroyed, but the feat takes two wishes, one to recreate the body and another to infuse the body with life again. (8) A *wish* can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Cha save to negate as well as SR; (9) A *wish* can undo a single recent event. The wish forces a re roll of any roll made within the last round. Reality reshapes itself to accommodate the new result. The re roll, however, may be as bad as or worse than the original roll.

Duplicated spells allow saves and SR as normal. When a *wish* duplicates a spell with a material component that costs more than 10,000gp, the character must provide that component.

WORD OF RECALL, Level 6 cleric 8 druid

CT 1	R unlimited	D n/a
SV see below	SR yes (h)	Comp V

This spell teleports the caster instantly to the caster's sanctuary when a command word is uttered. The caster must designate the sanctuary when the spell is prepared and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can transport, in addition to himself, objects and creatures weighing up to 50 pounds per caster level. Exceeding this limit causes the spell to fail. An unwilling creature can't be teleported by *word of recall*. Unattended, nonmagical objects receive no saving throw.

THE CASTLE KEEPER & THE GAME

Before embarking upon the road of adventure, it is necessary that you, the Castle Keeper, decide what type of game to play. Doing this takes some modicum of preparation, and a number of factors have to be considered. Shall the game be an epic campaign lasting for years of play or shall it be a night's adventure? Is glory or gold or both to be the adventurer's reward? What is to be the mood, tone and pace of the game? What style the game takes depends largely, but not wholly, upon you.

It is incumbent upon the Castle Keeper to create an environment within which the players will have fun. The players must become involved in the game, immersing themselves in the moment, so it plays out like a rousing adventure movie or exciting book. Is the style of the game hack and slash, high fantasy, or grim realism? Is it an epic campaign where the characters set themselves on a resolute path to save the world, or the more simple fare where they plunge themselves into dungeon crawls, fighting for slaughter and plunder?

Setting and theme, pace and mood are as important as the style and type of game. Mastering these elements may take time and a keen perception for what the players want, but once mastered, you can capture your audience and keep them enthralled through night after night of role playing. Combined in just the right mix, these elements establish a depth of fun and excitement that all players want to experience and every Castle Keeper wants to achieve. By paying careful attention to all these elements, you can turn an evening's play into a war story or heroic escapade that your gaming group talks about for years to come.

The following section briefly examines these elements and offers you some advice on how to mix them, control them, and manage them to create an exciting night's game.

STYLE OF MOOD AND PLAY

There are as many game styles as there are players. Some players enjoy the intricate and detailed theatrical games where first person representations of characters, non-player characters and monsters leads to extensive role playing. In this style of game, characters interact with non-player characters in unscripted encounters that involve little or no dice rolling or game mechanic adjudication. More is invested in the role playing than the roll playing. Other styles focus less on role playing than on the use of die rolls and game mechanics to adjudicate interactions. Most games use a mixture of both, depending upon circumstances and mood. In each case, the style of play is elemental to conveying the game's mood. The following is a brief overview of styles and how best to approach the game to create the environment you desire.

Theatrical games often require you to make a host of simple decisions to determine what happens when the characters try to negotiate, bluff, cajole, intimidate or take any number of other actions in an effort to turn an encounter to their favor. Dice can play as little or as great a role in these types of encounters as you wish, though usually it trends to the lesser side the more theatrical the game.

When, for example, the party is beset by three troll lords, who demand to know why they are crossing a sacred and fetid mire the trolls call home, and why they should not be eaten all at once, one or more of the players may give a great and inspiring speech in answer to the troll's query. If the speech is well roleplayed and convincing explanations are given, an enterprising Castle Keeper need never look to the dice for the troll's answer, but decide on the spot if the speech served its purpose and convinced the three gross, hungry, greedy and mean spirited trolls to let the party pass.

There is a potential hazard in this type of game, of which you should be aware. When judgments and rulings rest solely with the person running the game, occasions arise where ill temper or whimsy requires the absolute necessity for neutrality. The

Castle Keeper must always remain neutral within the game and attempt, at the very least, not to dominate the game with whimsical or emotional rulings – be they inspired by emotions external to the game or from within it. If you cannot do this, avoid this type of play as the players will become detached from the game and cease playing.

Sometimes you may, for whatever reason, shun a long-winded speech in a role playing session and make the character roll an attribute check to determine the outcome of the interaction. It is up to you to determine how often the dice are rolled to solve problems. Whatever the preferred style of play, it is important to remember that too much dice play for simple or obvious encounters detracts from the all-important mood of the game, and Castle Keepers should be very careful and sparing in using dice to resolve conflicts.

Tactical games, unlike theatrical games, turn away from extensive role playing and orient themselves on action. These games need to be fast paced and little room left for long deliberations that have little or no bearing on the activities at hand, be it combat with an ancient dragon or the pilfering of a goblin king's hoard. Too much reliance on the rules to adjudicate activities results in too many inquiries, tending to bog these games down. Castle Keepers should restrict themselves to the bare knuckles of combat rules: initiative, attacks and damage, attribute checks or other necessary mechanics and little more. As you perfect pacing and learn to apply the rules quickly and efficiently, you may want to start adding home-brewed rules like critical hits and fumbles. The game is enhanced by finding that distinctive method of rules application that you and your players can truly call your own.

Of course, many Castle Keepers find that a balanced approach is the best method for maintaining the pace and mood of a game. Constant action can be exhausting and eventually lose its flavor. Too much role playing can be laborious to someone who has worked at data entry all day (or worse, as a customer service employee) and joined the table for some free wheeling fun and excitement. Keeping a balance is something Castle Keepers learn with time and experience, and is entirely dependent on the desires of those playing at the table.

One or two sharp and exciting battles are usually enough to satisfy players during long role playing sessions. Likewise, a grisly combat in which the party has vanquished some horrid, demonic creature and its allies may best be finished with some role playing as the character's down a few rounds of beers at a local tavern and brag to a roomful of garrulous patrons and buxom bar wenches!

The style and mood define the type and nature of the game you and the players want to play. Creating the proper mood lets you capture your audience and take them to a world of wild adventure, whatever that may be. The mood which you want to capture may determine almost all the factors already discussed in the following section. Both role playing and action can and should be used to generate responses from the players, develop the character's personalities and expand the themes of the game.

MAINTAINING PACE

Pace follows mood in importance. To keep players enthralled with the game, it is necessary to maintain a steady overall pace. A healthy mixture of role playing, problem solving and combat is a tried and true method. Mixing these in just the right manner can be difficult, but once you have perfected a method for you and your players, the game becomes dramatically better. Always strive to keep everyone at the table interested at all times. This means ensuring that, as much as possible, every player has a role to play in the encounters and something to add to any resolution of conflict–whether it be a swift sword with a keen edge, or awe-inspiring speech to convince enemies that one is actually a friend and ally.

Events that do not include the whole party can be particularly difficult to manage. An encounter between a paladin and his secular lord may be interesting for the player of the paladin and the Castle Keeper, but if it goes on for several hours, the remaining players will no doubt retire to the nearest TV and become lost in reruns of some show about a warrior princess or 'hard bodies' rescuing tourists at the beach. Allow these role playing sessions to be resolved quickly in order to bring in other player into the game.

Combat which involves one party member can be straining on the patience of the rest of the players. Keeping them all occupied is ideal, but of course this is not always possible. Sometimes events call for single encounters, which should be handled quickly. If they do tend to take a while, interrupt the session with frequent questions to other players and try to involve their characters in other ongoing activities such as buying equipment, searching for secret doors or the like.

The crux of many games is with combat. Good descriptions, coupled with rapid fire combat rules, can unsettle even the most veteran of players. Keeping them jumping while you hammer away at them is the hallmark of a good Castle Keeper. Do not allow needless arguments or rulings slow the pace of the combat. Start at one end of the table and work your way around, hammering each with his own initiative and life or death struggle. Don't allow characters a long time to decide what they are going to do; give them 5-6 seconds to decide, then attack them and move on to the next person. Explain this away as the fog of war or characters being stunned into inaction. Combat is about pace and if you hit them a few times you'll find that soon enough they are hitting right back. The battlefields of many a game are washed with the blood and iron of characters who have fought nobly or ignobly to the death!

Killing a character is no easy task. It should not be done lightly and should never be done as an act of vengeance. The Castle Keeper must be impartial and adjudicate fairly. A foolish character is a dead character, but an angry Castle Keeper is soon playing by himself.

Conversely, staying alive should not be a given. The players need to know that they run the gauntlet and risk death when they enter into combat. Though the object of the character

is, of course, gold and glory, the object of play is to have fun. Making it dangerous, even so much as killing a character when it is the natural unfolding of events, is necessary. But killing because the party killed your favorite non-player character or failed to go into the dungeon you spent three weeks designing is a sure way to wreck a game or campaign.

SCALE OF THE GAME

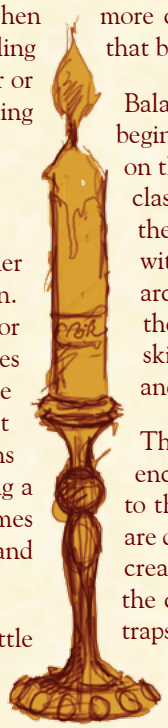
Knowing the style of game your group desires makes it easier for the Castle Keeper to decide on what type of game to run. Generally, games are centered around a single adventure or module, but often ambitious Castle Keepers set themselves the task of creating a campaign. Campaigns usually involve a party going on extended adventures, often beginning at a low level and ranging to the very high levels. Campaigns have been known to stretch over actual decades, involving a host of connected and unconnected adventures, metathemes and epic plots with characters having begun at first level and then struggling on through long careers.

Enterprising Castle Keepers can combine the two. With little preparation, the gaming group can begin play in a simple dungeon. As players warm to their characters, a Castle Keeper can extract ideas from their own role playing to build upon and develop metathemes. In this regard, it is important the Castle Keeper start small but think big. When a party of lackluster, first level adventurers plunder the Tomb of Etep and cart off the riches, they may have accidentally uncovered the Krummelvole, the long forgotten crown of the Horned God. The characters have no idea, but they just opened a world of adventure for themselves and the Castle Keeper. A single night's play can turn into a epic struggle of unforgettable adventure.

THE SCALES OF PLAY

Rules are important in that they help maintain a game's balance. A good rules set keeps the Castle Keeper from taking too much control of the game and they establish that median that produces a game fair to all. Deviating from the rule set can be both challenging and fun, but attention must be given to maintaining certain levels of consistency in the play. This is so that players can make well-informed judgments that have consistent potential results and also that they have an understanding of the game, allowing them sets of expectations for particular actions.

If a Castle Keeper begins making random judgments with no reference to the rules whatsoever, then the game inevitably begins to suffer from lack of focus and an inability or reluctance on the part of the players to interact within the story. Eventually, the audience becomes disinterested, if not down right frustrated. It is much as if an elderly and senile king is ruling a country, no one has any idea what is going to happen next and a catatonic malaise sets in. Experience behind the screens is the best cure for game balance and it is generally well advised for inexperienced Castle Keepers to keep close tabs on the rules at first and to experiment with them as they become more comfortable with the game, its mechanics and the style that best fits each particular gaming group.



Balancing out an adventuring party is a good way for beginning Castle Keepers and players to acquire a firm grasp on the game. Parties that include a good balance of races and classes allows everyone involved to become comfortable with the rules and the system. A beginning party is best served with a cleric, fighter, rogue and magic user. These four basic archtypes are the backbone of the classes and utilize most of the rules in Castles & Crusades, from combat to class based skills to casting magic and healing. A few humans, the dwarf and the elf are useful starting races.

These also acquaint the Castle Keeper with the power of encounters and eventually shows how to scale the encounters to the level and type of party being played. If the characters are dying in droves, it is perhaps time to reduce the number of creatures encountered and the hit die of those encounters. If the characters are easily overcoming any and all encounters, traps, puzzles and tricks, consider increasing the difficulty.

There are no hard and fast rules which can be offered regarding this aspect of play, as there are far too many variables that come into use once a game begins. However, a useful starting point is to consider the sum total of a party's hit points and average levels, and compare that to the sum total hit points and average levels of an encounter. Rarely should the encounters double that of the party in these aspects, though on occasion, just such a case is warranted.

Further, do not be reluctant to reduce or increase hit points, armor class or spell casting abilities of encounters to increase or decrease the difficulty of an encounter, even after it has begun. Do not, however, simply punish players for rolling well or planning well and never become too attached to the creatures or non-player characters.

WORKING WITH THE PLAYERS

While developing and planning a game of Castles & Crusades is primarily the responsibility of the Castle Keeper, it is important to note that the game should not take shape in a vacuum. Though a ready made audience may exist, the Castle Keeper should keep in mind that the audience, the players, are an interactive part of the game. Before the adventure begins, the players should create their characters and the Castle Keeper should have an idea of the classes and races the characters intend to play and ascertain the general nature of the players desires for their characters.

From this, it is absolutely incumbent upon the Castle Keeper to create a milieu in which the players can fulfill their desires. This is both the odious burden and fulfilling joy of running a game. One may have designed an adventure or have a theme and plot already in mind for his group of players, but should never be unwilling to modify or change this based upon the desires of the players. This does not mean bowing to every whim of the players. Some control

of the elements of play must be maintained, and the Castle Keeper must enjoy the game as well. But an eye to balancing the needs and desires of all those at the table is necessary.

CONSIDER THE FOLLOWING: A player has just returned from the screening of a good viking movie involving 13 warriors fighting troglodytes. Having enjoyed the film immensely, the player is primed for a monumental battle against supernatural forces deep beneath the earth. The Castle Keeper who picks up on this and adjusts their game to meet the desires of the player finds a ready audience and eager participant for the tale about to be told. The Castle Keeper should exercise good judgement and not shy away from setting aside weeks of preparation in order to capitalize on a player's involvement. Ultimately, the Castle Keeper and player both leave a game more fulfilled through this than if one or the other focuses entirely upon their wants and wishes alone.

Also, keep in mind that players are often as creative as Castle Keepers and can contribute interesting ideas about a character's background and abilities. This in turn, can lead into even more interesting plot twists than those designed by the Castle Keeper alone. Some even go so far as to allow the players to develop plots, though unwittingly. If, for example, a night's play is at hand and no material is prepared. A wise Castle Keeper may create a seemingly mundane encounter with a few odds and ends about it. The players will, without fail, opine as to the nature of the encounter. Carefully listening to the players is advisable in these moments because invariably, one of them will mention a possibility that is interesting enough to launch the game in an altogether different direction. Without allowing the players to know what is happening, the canny Castle Keeper adopts this 'game generated' plot as their own, and proceeds from there. So keep the communication going, and both players and the Castle Keeper will benefit.

A LIFE OF ADVENTURE

Whether played for a single night, or as an episode in an ongoing, epic campaign, the adventure is the center piece of Castles & Crusades. There are four basic settings for an adventure: dungeon, city, overland and planar.

The darkened corridor stretches beyond the flickering torch light and from that impenetrable black comes a strange grating sound. Dungeon adventures comprise underground labyrinths, both natural and man-made, where a character's senses are battered by strange sounds, smells and the fear of what lies beyond the next corner. They range from hidden laboratories, to ruined castles, to buried cities. A dungeon crawl is the classic element for any Castles & Crusades game, as it places characters in an extreme environment where they are able to use almost all of their abilities. It also favors beginning Castle Keepers as it allows for a more controlled environment in which to take an adventuring party on. Options are more limited than those in a city or wilderness.

Where twisting narrow streets give way to wide boulevards, all are filled with countless droves of people, each with

their own tale. City adventures offer a host of role playing opportunities; from simple interaction with the bartender to the careful negotiation with guardsmen. The simple task of re equipping a party after a hard dungeon crawl can turn into an exercise in patience and diplomacy. Race, religion and social standing all come into play in the city environment and create dynamic mixtures of action and theatrical roleplay. City adventures can be demanding for a Castle Keeper. Players have their characters attempt all manner of activities, from simple thievery to raids on temple compounds. So be prepared to wing it on occasion as it is impossible to guess the next move of an imaginative group of players.

Long treks through wearied deserts, marshlands or the blasted remains of ancient mountain ranges all comprise the overland adventure. Here, characters are pitted against the harsh elements as well as the greatest of beasts and wandering monsters. Long quests may find them crossing whole continents through a myriad number of environments. Keeping them supplied with food and water can be as challenging as avoiding a small horde of orcs out for a night's raid, dealing with a band of mischievous pixies or battling a troll who guards a bridge across a deep chasm. These are as demanding as city adventures, but are very rewarding when they are managed well and often lead to great adventures, interesting discoveries, long battles and perplexing roleplay opportunities.

There are places and domains where powers beyond those of mortal ken dwell. Strange halls, impenetrable darkness and mysterious lands of enchantments exist beyond the sight and sound of the normal world. These places are the planes and

dimensions that exist and crisscross the multiverse. Adventures on the planes are usually reserved for higher level characters and parties for they require a bit of preparation on the part of the Castle Keeper. Because anything is possible on the planes, they can be very challenging. Allow the Castle Keeper and player to explore the uttermost limits of their imagination. For the only restriction on what comprises the adventure is the creative link between one and the other.

All of these settings, or even better, a combination of them, can play host to the adventure plot whether it is a mystery, search and destroy, treasure hunting, exploration, etc. It is often beneficial to combine a number of ideas into one bundle, particularly if one is running a campaign style game. Terrain, location, motivation, actors, impetus, goals, etc. can all change as the adventures continue. In time, the adventures take on a life of their own and are propelled by the internal dynamic of the Castle Keeper and player interaction and imaginative development.

THE CASTLE AND ITS KEEP

Designing a gaming session, or series of sessions, interlocked by plot or theme can be a demanding task, but a very fulfilling one as well. To do so requires a plot or environment in which the players find great interest. They must overcome challenges, be they monsters or traps, conquering evil demons, pillaging dungeons or rescuing the damsel in distress. There is no limit to the plots and story lines a Castle Keeper might develop in order to entertain the players. Imagination is the only limit to your creations.

To find this balance takes time and experience, so no easy or foolproof method can be offered; but some advice is proffered. If one begins with these few pieces of advice, you will be well on your way to creating memorable and fun adventures. Do not make insurmountable tasks or monsters so easy to overcome as to present no challenge. Both can damage a game. Do not give away too much treasure or magic, nor too little. Do not be afraid to allow a character to die or live. Do not solve problems for the players. Do not force players to take certain actions. Allow for fluid plots. Encourage the players to use their imagination and create a tale in which the players write the ending. Now on to a few nuts and bolts.

In all games, the Castle Keeper must create and run encounters. Encounters come in many shapes and sizes: the halfling Feador Six Toes' battle with the wyvern, or Fyorgyn Door Hammer's laborious climb over Mount Ristan, or even Michael Bagleton's struggle to break the seal of the trapped door without dying. All these are encounters of one stripe or another and should be dealt with differently. It is important to note that with any encounter, the Castle Keeper should strive, as much as possible, to keep the whole party involved and to keep the encounter interesting.

There are three basic types of encounters: planned, random and spur of the moment. Each has benefits and drawbacks and each has familiar elements: combat, traps, non-player characters and terrain.

PLANNED

Laying out an encounter in detail reaps immediate benefits as the characters are quickly engaged by the narrative of the story. A well planned encounter leaves the Castle Keeper in little doubt as to what is attacking, how it is going to attack and how it will respond to the characters. Planned encounters are time consuming to create, but pay dividends in execution.

When planning an encounter, the Castle Keeper should not take into account powers they know the party has unless the planned encounter would know that. A mountain pass guarded by ogres would not realistically know that the druid has *change rock to mud* in his catalog of spells. Yet knowing the character's abilities and interests, the Castle Keeper should create events or monsters which challenge the characters use thereof.

The worst that can come of a planned encounter is avoidance. Frequently hours of prep time are put into an encounter which the party manages to accidentally or purposely avoid. Moving the encounter around may work in some limited capacity, but the Castle Keeper here must take it in the chin and shelve the hard work for another day.

RANDOM

Rolling random encounters alleviates much of the prepatory work involved with planned encounters and gives the hint of complete surprise to the players (and often the Castle Keeper). When traveling through the marsh, the players know that anything could happen and they cannot always prepare for what awaits them. Feador Six Toes may be leading his band on a wild chase across the broken steppes of the northern wilds, hunting the Orc Reaper, Orange Hair. The topsy turvy ride filled with tracking and quick reactions could be completely reversed when they run into a golem standing silently in the steppes.

Care should be taken to make certain that these encounters do not interrupt the pace of the game and that they fit what one is trying to do. During that same wild chase across the broken steppes, the fun and excitement of the sleepless hunt could be brought to a sudden stand still if the party runs into a rust monster. To manage this, often a random encounter that doesn't add to the game should be ignored or re-rolled.

SPUR OF THE MOMENT

Encounters which happen at a moment's notice are the most challenging of all. They are best used when the players are beginning to lose interest in the evenings play, are just bored with too much role playing or when they begin to fight amongst themselves over trivial matters.

An hour long encounter in a bar where several characters try to ply the locals for information that the Castle Keeper doesn't want to divulge or doesn't even have can be ended quite suddenly when one of the patrons smashes a beer mug over a character's noggin. Such quick and decisive action on the part of the Castle Keeper can really charge a group of players and bring them together and down on the offending party in no time.

Almost any environment or game can benefit from the occasional spur of the moment encounter as it will invariably catch all by surprise. Care should be taken that any random encounter is not so powerful that it wipes out the party. The random encounter should have some consistency with the ongoing game. That same party plying for information would be less excited if a dragon suddenly came crashing through the wall.

COMBAT

A battle with a group of orcs or a great fire-breathing dragon presents the players with exciting moments as death lingers thirstily with the roll of each and every dice. The grist of most games is its combats. Combats naturally lend to themselves drama and excitement. There is nothing like the threat of character death to grab the attention of a player and invest them in the game.

With proper descriptive text, and paying attention to pace, the combat encounter can be one of the most enjoyable and memorable of all encounters. The threat of death does much to keep people engaged. Blows that destroy equipment or softly scar characters are good ways to keep players engaged and fearful. The character who pokes his head through the door to have his nose broken, teeth shattered and the globe of his eye busted is unlikely to look through another door carelessly again. Sharp, clear descriptive text keeps the scene alive and memorable.

SINGLE COMBAT

Slightly more difficult are those combats where single encounters occur. A single combat between a knightly character and a knightly non-player character is more difficult for it is easy to lose the interests of the other players. Sometimes this is unavoidable, but the Castle Keeper should pay particular attention to the other players and make certain they are not becoming bored. Keeping the combat short and to the point is a way of alleviating these problems, further allowing time for role playing or combats involving other characters. At the very least allow them to shout words of encouragement or roleplay during the struggle. But be careful not to overshadow the combatant as the single combat is something of a character's moment in the sun.

TRAPS AND RIDDLES

Traps can and often do add very exciting moments in the game. A well placed trap or even suspicion of a deadly trap raises tension at the table and, as anticipation mounts, so do emotions. Riddles serve much the same purpose though the method differs markedly. This adds tactical and problem solving challenges for characters and forms the backbone for trap and riddle use. Traps can be fun, but must be contextualized within the encounter and the party's adventure. However, a careful balance of trap or riddle use is recommended. A dungeon that finds every door, trunk and desk trapped becomes a tedious romp for all involved. Too many traps can lead bored players into doing things with their character they would never normally do, such as tossing a fireball into a room before exploring it, so that they may shift through the wreckage in peace.

NON-PLAYER CHARACTERS

Non-player character encounters bring the Castle Keeper and players far from the routines of combat. They can be invigorating when the players have vested themselves with personalities and motivations and the non-player character has some knowledge that can be both interesting and relevant. A non-player character can be a perfect conduit to feed players information about the adventure, where to go and what to do. If played with discretion they enhance the game and allow the Castle Keeper an avenue for interactive role playing with the characters.

Castle Keepers often have to maintain many non-player characters and track their names, professions and personalities. Keeping some notes is a good idea. By stressing variety in looks, names, motivations and habits, the Castle Keeper makes them all the more believable.

On occasion, the characters will want to hire non-player characters to travel with them. Healers can be useful in case they are shy of a cleric, and scouts or simple fighters will give the party more muscle. These are called hirelings and can both add to the game and detract from it. The Castle Keeper should manage the hirelings carefully, giving them just enough background to make them believable and pay attention to their morale and loyalty. When they are well paid, well treated and not exposed to too much danger they are generally happy. Otherwise they can and will turn and run.

Non-player characters should never be allowed to overshadow the characters in an adventuring party. They should not be more powerful nor be put in the situation of saving the party at every turn. The Castle Keeper who puts too much time into the NPC will reap a sour wind. It is frustrating for players to have to rely on the non-player characters to extricate them from battles, problems or situations that the Castle Keeper has designed. Further, making every non-player character hostile to the party has a similar souring affect. As it is in life, so it should be in the role playing game. Some people that the party encounters are very helpful, some very harmful; the vast majority are, however, very indifferent.

TERRAIN

What can be more difficult than any other encounter are those centered around various types of terrain. The natural world can be harsh and unforgiving, and pitting the party against it is as challenging for the Castle Keeper as it is dangerous for the player. The terrain must be kept interesting and the characters capable of reacting to it. Sharp, clear and brief descriptions are enough to convey the blasted desert-like landscape. Allowing the players to react, to explain how they get food, water, build shelter or simply stay alive can keep them engaged. Create weather patterns that are both helpful and harmful or use the terrain itself as the encounter in the guise of sand traps, landslides, rogue waves or flash floods. Almost any geography book can open a world of interesting natural occurrences to engage the players. Care should be taken to make certain that the party is interested and engaged. If the players begin to wax bored, it is best to

liven things up with a spur of the moment encounter that allows them to extricate themselves from their environment.

RESOLUTION OF CONFLICT

The encounters that take place in Castles & Crusades are many and varied. The Castle Keeper is likely to run six or seven in any given game, if not more. Some combats can be long and involved, others short and sharp. Encounters with non-player characters can be theatrical masterpieces and encounters with terrain memorable struggles. In all of these, it is necessary to resolve the conflict, whether between man and monster, man and man, man and environment or man and machine. Resolution of conflict does not have to come by the way of the dice. It is often possible and advisable for the Castle Keeper to resolve conflict with their imagination and planning. If crossing the river is necessary for the pace of the game, the character should be allowed to cross the river, even if the Castle Keeper needs to roll a dice and fake the outcome to make it seem more challenging. This is better than a failed attempt and a dead character, which can ruin a night's play and frustrate the player. Despite this, there are times that it is necessary to break out the bag and resolve the conflict with the dice.

WITH AN IRON THUMB: *RULES!*

Whatever the style, theme, setting or plot of the game, the Castle Keeper should be willing to adjust the game's mechanics when necessary. A well balanced rule system is important in that it creates a median upon which all encounters and conflicts can be resolved. However, rules should not impede the flow of the game or the enjoyment of the players. The Castle Keeper who works to create a fast paced combat, wherein the players are anxious for each round to resolve to learn their fates, can find the momentum shattered by a ruleset which is, as often as not, unnecessary.

The Castle Keeper must learn to adjudicate the game and to decide quickly what the ramifications of certain actions may be. For instance, Dolgan, the last standing member of a five character party is hard pressed by a mountain of orcs pouring down a corridor. They are led by a huge beast of an ogre. Dolgan wants to shatter the enemies resolve and save his comrades. To do so, he knows he must slay their leader. After relaying this, the Castle Keeper should make a quick mental note of what it is going to take to hit the creature and go with it rather than checking tomes of books for an answer. Success or failure is met by the roll of a dice, but the pace of the game is left uninterrupted. Rules are tools, and should be used only when they are necessary. Castle Keepers and players should not shy away from amending, customizing or even ignoring the rules to best fit the needs of the game and its particular narrative.

The ultimate example of when to use rules and how to customize the game is found in the many varied choices of character creation. Castle Keepers may wish to alter the basic method of rolling attributes explained in the character creation section of the rules so that characters are more reflective of the campaign world in which the game is placed. A Castle Keeper may need characters with higher attributes when running a high fantasy or theatrical game, whereas a more realistic game might necessitate lower average attribute scores. There are several alternative methods for generating attribute scores, thus consult the *Castle Keeper's Guide* for new methods and thier various advantages and disadvantages.

Customizing your game should not be restricted to the above. Ability or attribute checks can also be changed or amended. It is not necessary for every conflict resolution or obstacle to be overcome by the use of dice. Adequate rules are given in the next section to cover almost any incident, but the use of rules should be sparing and only in those moments in which they are applicable. It is important to keep the element of chance and consistency in action in any given encounter or game, but it is as equally important to maintain the flow of the story. So bending the rules and using them judiciously is a necessity for playing a well-run game. Do not shy from this, nor shy from adding rules to the game. Familiarity is a must, so be sure to read and understand the following sections so that a better game can be had by all those who sit at the table with expectations of an adventure and a rousing good time.

THE RULES ARE YOUR SERVANT, NOT YOUR MASTER!

All games have rules. Rules make a game playable. Rules are a set of guidelines offering the regulation of game activities in a manner that is understood by all; a format for their consistent application so everyone knows what to expect and a method for the fair and balanced adjudication of those activities from game to game and place to place. Rules are indispensable, but if they are too rigorously imposed, on the other hand, rules can constrain and limit the deeds and exploits imagined by the players and teh Castle Keeper.

Castles & Crusades is very much a game that takes place in the imagination of the players. The characters, events, settings and creatures are mythical and fabulous. They are constructed and designed in the mind's eye and not on the graphs and diagrams of a banal reality. For a game of Castles & Crusades to be truly successful, the rules must bend to the desires and needs of the imagination. To do otherwise is to encumber and restrain the potential of both players and game, and is wholly at odds with the desired results of a game of *Castles & Crusades*.

So it is only fitting that before delving further into the rules and mechanics for running a game of Castles & Crusades, it must first be said that the rules are the servant of the game, not its master. These rules are designed to be amended, changed, adjusted, added to and customized in order to best serve the wants of its player's desires and needs. The Castle Keeper and players are encouraged to consult with one another and make decisions concerning changes or amendments to the rules provided in this book. This can only make the game better.

That is not to say that this should be undertaken with complete abandon or whimsy. Rather, as the game develops, the players and the individual running the games should consult and

offer ideas for changes or amendments, experiment with them and decide, collectively, which adjustments are necessary and beneficial to the overall needs of the game. Also, bear in mind, some discretion should be used in changing, adding or removing rules. Balancing the various abilities and capabilities of the characters against the innumerable obstacles is difficult as the game must always remain challenging to be exciting. An unbalanced game can be just as disastrous as a game laden with too many rules.

In all, the rules should ignite the fires of the imagination and the changes should be the fuel that keeps it burning. Bend the rules, change them, amend them; do whatever is necessary to make your game more enjoyable. This set of rules is your servant, not your master!

ATTRIBUTES & THE GAME

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river or resisting the effects of a giant snake's poison.

To resolve these situations, the Castle Keeper informs the player to make a specific attribute check: strength, dexterity, constitution, charisma, wisdom or intelligence. The player rolls a d20 and adds the character's level and the attribute modifier of the attribute designated by the Castle Keeper. If the total score equals or exceeds the Challange Class, that number representing the difficulty of conflict requiring the check (see below), the character succeeds. If it fails to equal or exceed it, the check fails.

This simple attribute check mechanic for resolving conflicts underlies the whole game and is called the **SIEGE engine™**. The name SIEGE engine™ reflects the attribute check because all conflicts in Castles & Crusades involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The SIEGE engine™ mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

DETERMINE IF A CHECK IS NECESSARY

It is important to note that only those activities which have a significant chance of failure, as determined by the Castle Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks and saving throws, and those other instances where the Castle Keeper deems a check necessary to resolve a conflict.

DETERMINE THE ATTRIBUTE NEEDED

Once it is decided an attribute check is needed, the Castle Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of class abilities and saving throws, the appropriate attribute has already been identified. With class abilities, the associated attribute is in the ability's description. For example, when Melth the rogue picks a pocket, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve. The attribute descriptions located at the beginning of the book should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push a statue over onto the kobold war chief Krublet. The statue is exceedingly heavy, even for the great Bjorn. The Castle Keeper might require an attribute check against Bjorn's strength.

DETERMINE THE CHALLENGE CLASS

Once the associated attribute is chosen, the Castle Keeper must calculate the character's chance of success. The chance of success is determined by a number called the challenge class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

THE CASTLE KEEPER AND THE GAME

To determine the challenge class, two simple steps are required. The Castle Keeper must determine the Challange Base (CB), and the Challenge Level (CL), the level of difficulty of the challenge involved.

CHALLENGE BASE

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the fighter has a strength prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a wizard, and strength was a secondary attribute, his challenge base would be 18.

CHALLENGE LEVEL

The second step in calculating challenge class is determining the conflict's challenge level (CL). The Castle Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge level is nothing more than the level of difficulty of the action attempted or the reaction made.

The simplest way to determine challenge level is by referencing the level or hit dice of the non-player character or monster to which the character making the check is acting against or reacting to. In such cases, challenge level is equal to the level or hit dice of the non-player character or monster involved. A monster's CL is equal to its hit dice; a spell's challenge level is equal to the level or hit dice of its caster; a trap's challenge level is equal to the level of the person who set it. For instance, if an 8 hit dice creature uses a paralyzing gaze ability on a character, the challenge level would be 8. If a 6th level wizard cast a spell on a character for which a saving throw is allowed, the challenge level would be 6. If a rogue attempts to deactivate a trap set by a 4th level rogue, the challenge level would be 4.

There are more arbitrary situations that require the Castle Keeper to create an adequate challenge level. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Castle Keeper needs to assign a difficulty to the task. A good way to assign such a challenge level is to think of the task's difficulty as if it were a monster, and then assign a challenge level equal to the hit dice of the monster imagined. In this way, a level or hit dice can be assigned tasks such as swimming a river, knocking down a door, jumping a pit or catching a falling object. For example, a character might wish to jump over a 6 foot wide pit. Assuming the character is unarmored and has room to run and jump, this is a fairly easy task that is perhaps equivalent to the degree of difficulty involved in a 1st level fighter combating a 1 HD monster. Thus, the Castle Keeper assigns a challenge level of 1. However, if the character is heavily weighted down, leaping across the space could be deemed a 2 or higher.

As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the challenge base and challenge level are determined, the Castle Keeper adds them together. The sum is the challenge class for the attribute check. The score is the number which the player must beat on the check.

Let us turn again to the example of Bjorn. He is a 5th level fighter with strength as a prime attribute. His challenge base to topple the statue would be 12. Pushing over that statue is a simple to difficult task, so a challenge level of 4 is assigned to the action. Adding 12 and 4 results in a total challenge class of 16. Therefore, the player must roll a modified 16 or better to push the statue over and onto the kobold.

The player makes the attribute check by rolling a d20 and adding Bjorn's level and strength attribute modifier. For this example, let's assume Bjorn's player rolls an 11. Bjorn's level (5) and strength modifier (16 strength grants a +2) are added to the 11 for a total of 18. This beats the 16 challenge class, so the statue creaks and sways for a moment, then falls on the kobold war chief, squashing it.

In short, the process of the attribute check involves the player rolling a d20 and adding the character's level and the appropriate attribute modifier. That total number must be equal to or greater than the challenge class, as determined by the Castle Keeper.

CHALLENGE LEVEL: LESS THAN ZERO

As previously noted every activity does not require an attribute check. However, circumstances do arise where the Castle Keeper may want the character to make an attribute check, but have a greater chance to succeed. In other words they may want a CL of 0 or less. This is best resolved by setting the CL at 0 (zero) and informing the player that they get get an extra bonus, the amount being dictated by the Castle Keeper. The CK informs them of the bonus. This bonus stacks with their roll, level, and attribute bonus. Alternatively the CK may assign a negative Challenge Level to the Challenge Base.

Stark is a 1st level ranger with a 15 dexterity. All rangers have the scale class ability that allows them to climb any "climbable" surface without a dexterity check. Difficult surfaces require a dexterity check. Stark finds himself in a well, there are hand holds between the bricks, however the bricks are covered in slime. The Castle Keeper does not want Stark to have an automatic climb chance, however, he wants him to have a much greater chance of getting out of the well. The Challenge Base is 12, because Stark has dexterity as a prime. The CK sets the Challenge Level at -4. The CB 12 + CL -4 is 8. Stark rolls a d20. He rolls a 6, he adds his level bonus (+1) and his dexterity bonus (+1) to come up with an 8. He climbs out of the well. The CK could alternatively set the CL at 0 and given Stark and bonus +4 to his roll.

Before concluding, it is recommended that the Castle Keeper keep the challenge class secret. By keeping it secret, anticipation and the unknown thrill of success or failure is maintained in the game. Simply telling the player that the attribute check is made against a prime attribute or secondary attribute conveys an idea of the base chance of success, and allows the player to make the attribute check roll. The player would then convey the total result to the Castle Keeper without knowing what score is needed to succeed. The Castle Keeper then narratively describes success or failure.

USING ATTRIBUTE CHECKS

One of the challenges of running a game is deciding when and how to use the rules of the game to enhance the game play experience. Knowing when and how to use the attribute check to the best advantage will make for a fun and exciting game. Misusing them will cause the game to become bogged down with trivialities. Saving throws and class ability checks are two uses of attribute checks that are self-explanatory. As noted above, the most difficult are those other circumstances requiring a general attribute check to be made.

Additionally, the concept of the primary attribute and secondary attribute plays a role as well. Just because a character has a high score in an attribute does not mean that the character has the ability to use it best. A fighter with a 15 strength, which is a prime attribute, knows better how to utilize his body's strength, whether through leverage, athletic ability or training, than does a wizard with a 15 strength that is a secondary attribute.

A character with a prime attribute of intelligence is grounded in the real and concrete, and is quite able at the art of deduction. They better separate illusion from reality. This is true even if the character has only an intelligence score of 11. There may be characters with higher intelligence scores, but as a secondary attribute. Those characters may be quick witted, or smarter, but they do not have the natural aptitude for methodological reasoning. Thus, the less intelligent character with intelligence as a prime attribute may be slower in reasoning, but ultimately the character has a better chance of successfully deducing a situation. Such should be kept in mind in reading the following discussion and examples of attribute checks as they relate to each of the six attributes.

STRENGTH

The strength check should be used sparingly and with a healthy dose of common sense. A boulder weighing over a ton cannot be lifted, even by a character with a strength score of 18. A rock for a sling stone can be lifted by anyone. This extreme example illustrates the potential downside of relying on attribute checks to resolve situations in a game. If done too often, the act of making a check can begin to replace the essential value of common sense when determining the outcome of events.

Strength checks are most useful when a character is attempting feat of strength beyond the norm. It often involves a situation where a character is matched against another creature or character, or against a force of nature. Or it might involve a character attempting a physical maneuver of an object that involves more than just lifting.

Example one: Logmar the Black, a 6th level fighter, is attempting to lift a fallen ship's mast off his boon comrade while trying to avoid being swept overboard by a raging sea. The Castle Keeper rules that Logmar, with 16 strength (+2 modifier), would be able to lift the mast, but an attribute check is needed to determine if Logmar can succeed under the stress of the situation. Logmar's player rolls d20 and scores a 12. His level and strength modifier are added, giving a total of 20. The challenge base of the check is 12 because Logmar has strength as a prime attribute. The Castle Keeper has determined that the slipperiness of the deck and mast would equate to a challenge level of 8. This calculates to a total challenge class of 20. Because the attribute check equals the challenge class, Logmar succeeds in lifting the mast. If Logmar's Strength was 7, the Castle Keeper might decide that lifting the mast was impossible, and not even allow an attribute check.

Example two: Two characters need to swim a raging river. The first character is a halfling barbarian from the desert who has never encountered a large body of water or a raging river. The second character is a human ranger who was raised on the banks of a large river. The halfling cannot swim, but the ranger can. Swimming a river is most closely associated with strength. In this case, the Castle Keeper might decide that the halfling cannot swim the river, or can attempt to swim the river but at a very difficult to heroic challenge level. Conversely, the Castle Keeper might determine that the ranger can automatically swim the river, or can attempt to swim the river at only a difficult challenge level. Thus, a character's background, or even class or experience from past adventures can play a role in determining success or failure.

DEXTERITY

Characters occasionally find themselves in situations where their reflexes and balance are tested. Dexterity checks should be used in those situations where the consequences are most dire, or dependent upon some deft maneuver to avoid a hazard. A dexterity check might also be required when a character attempts to throw an unusual object, make a difficult throw of a grappling hook, catch an object, retrieve an item quickly or any number of possibilities.

Example one: Climbing a large oak tree is easy for most reasonably fit people. A character climbing a tree in calm circumstances need not make a dexterity check. Climbing a tree while taking enemy fire from orcs is much more difficult. A character in this case might be required to make a dexterity check to avoid missteps or accidents due to the stress and added danger of the situation.

Example two: A bard is walking down a dungeon corridor, banging his staff before him in an attempt to set off and avoid a pit trap. The Castle Keeper has determined that the force of the mere staff detection maneuver is not sufficient to actually set off a trap. But, the Castle Keeper might allow the bard a dexterity check to jump backwards and avoid the pit trap he just set off because the player was at least involved in role playing the precaution.

CONSTITUTION

There are plenty of situations in a game where a player might wish to push the limits of the character's health and stamina. For example, a character may need to run a mile, in full chainmail, without stopping. If a Castle Keeper needs to determine if a character can succeed at tasks such as this, a constitution check is used.

As with any check, common sense must be used. A contest of endurance between a character with a constitution of 4 and one with a constitution of 16 is really no contest at all. However, a contest between characters with 15 and 17 would be much closer, and constitution checks might be needed to determine how long each character could succeed at the task, such as holding a book in each hand with outstretched arms.

Example one: Pround, an 8th level monk, is running a message to a nearby town while being pursued by orcs. Pround is faster than the orcs, as long as he can continue running. His constitution is 15, and it is one of his prime attributes. The player wishes to push his monk beyond the normal limits to get the message to the town faster. The player decides that the monk will forgo rest during the run. The Castle Keeper might require a constitution check to determine if the monk is successful.

Example two: A fighter in a deadly battle suffers a heavy blow to his arm from a giant's club. The Castle Keeper decides that the force of the blow is so powerful, the fighter must make a successful constitution check or suffer a broken arm.

INTELLIGENCE

Characters often face daunting puzzles and tasks of mental discipline on their adventures. Intelligence checks are one way to help determine the success of a character at those tasks. Caution should be used, however, lest the roll of the dice be used to solve all of a player's problems. Part of the fun of the game is the sense of accomplishment gained when role playing, reasoning, and solving problems or recalling information. Getting the answers from rolling dice leaves that accomplishment empty.

Example one: A group of characters comes across an elaborate puzzle that must be solved to gain access to an ancient vault. After some time debating and trying various solutions, nothing seems to be working. To keep the game moving, the Castle Keeper allows the party's wizard the opportunity to make an intelligence attribute check. The attribute check is successful, and the Castle Keeper gives the wizard's player a hint for solving the puzzle.

Example two: An elf enters an alchemist's laboratory and finds an ancient tome buried beneath a pile of vials and other equipment used for experiments. A rune on the tome's cover seems familiar to the elf. The rune is actually the personal symbol of an illusionist the elf battled years ago at the beginning of his career. The Castle Keeper decides to allow the elf an intelligence attribute check to recall the information.

WISDOM

Where a character, and not a player, has had an experience that could impact a present circumstance, a wisdom attribute check is often involved. Wisdom checks often help resolve unclear circumstances through hunches or gut feeling. Wisdom is also used to determine surprise, or when allowed, to spot something not normal about a situation. Wisdom checks are a particularly useful device with new players that may be confused in such a circumstance. In the end, the ultimate determination of whether to allow a wisdom check or not lies in those circumstances where the fictional character's knowledge and experience would exceed the player's personal knowledge. The character's background and experiences play an important role in this.

However, wisdom checks should not always be used to help characters find hidden objects or gain intuitive insight. A player should pay attention to the Castle Keeper's narrative description, and the Castle Keeper should allow alert players to spot potential threats or find hidden items, especially if deftly roleplayed. Wisdom checks are not a replacement for alert and cautious play nor incautious play. Also, as detailed ahead, surprise is a special type of wisdom check with its own rules.

Example one: While a dwarf has a natural racial ability to detect unsafe walls, a human wizard does not. Suppose, however, that a wizard once had the unfortunate experience of falling victim to a wall trap in a dungeon. The wizard has now, unknown to him, chanced across a similar wall trap. The wizard's player does not immediately deduce the situation. The Castle Keeper, however, decides that the wizard character would have a chance to do so. The Castle Keeper allows the wizard's player to make a wisdom check. If successful, the Castle Keeper specifically describes the situation in detail to the player, or simply states that something about the passageway ahead reminds the wizard of the trap encountered years earlier.

Example two: A ranger wants to fashion a makeshift raft to cross a river. The Castle Keeper determines that the ranger was trained in making rafts, or at least would have the general knowledge in how to go about doing so. The ranger's player happens to be a life long city dweller who has never even camped in the woods or floated in a canoe. In these circumstances, the Castle Keeper should allow the ranger a wisdom check, at an easy challenge level, to complete the task even though the player has no idea on how to describe his character's actions in making the raft.

CHARISMA

Feats of will between two creatures along with situations involving leadership, reaction, loyalty and negotiation are areas governed by charisma. As with intelligence checks, players should be given the opportunity to succeed through role play before checks are required. If the Castle Keeper deems an argument or negotiation persuasive, then success can be allowed without requiring a check. Under no circumstances should charisma checks replace the need for players to role play interactions. If the character wants a deal from a shopkeeper, the player should have to negotiate that deal. A charisma check might aid in the resolution of the task, but it

should not determine it outright. A successful charisma check in the negotiation of a peace treaty, for example, might cause the opposing side to offer a small concession, but the ultimate success will depend on the player's role playing ability.

However, as with wisdom, sometimes a character's charisma will be greater than the player's ability to role play that charisma. The Castle Keeper should take that into account when making situational rulings. A paladin with 18 charisma would have some success in convincing a group of villagers to aid in hunting down an evil bandit in the region, even if the player cannot deliver a speech like Julius Caesar. If the player can give an adequate speech with a modicum of acting or oration ability, the Castle Keeper should allow some success.

Imposing one's will over another creature is one of the most difficult situations for the Castle Keeper to referee. In such cases, a character's charisma score is the primary determinative of success. In most cases, a roll may not even be required.

Example one: A hireling wishes to quit the party after a particularly dangerous fight. The Castle Keeper might allow a character, after some role playing a charisma check to determine whether or not the hireling changes his mind.

Example two: Fagan, a druid, decides to mediate a deal between two feuding merchants. Fagan's charisma is a 17 and a prime attribute. After some role playing, the Castle Keeper decides that Fagan's player has given the negotiations an honest try, and allows a charisma check. The check is successful, and the Castle Keeper rules that one merchant might settle if the price is right.

ADDING CHARACTER LEVEL TO CHECKS

There will be times when a player will want a character to attempt an action that intrudes in the realm of the class ability of another character class. For example, a fighter might wish to open a lock, or a wizard might attempt to track. It is up to the Castle Keeper to decide if such an action is even possible. In general, it is recommended that a Castle Keeper should disallow a character a chance of success in attempting a non-class ability.

If a Castle Keeper, for whatever reason, does allow a character to attempt to use a class ability of another class, then the SIEGE engine attribute mechanic changes in one significant way. The character does not add his level to the attribute check roll. Instead, the character rolls a d20 and adds the appropriate attribute modifier only.

For example, Arack, a 5th level dwarf fighter, attempts to pick a pocket. His dexterity is 13, but it is a secondary attribute. The Castle Keeper allows the attempt. Arack rolls a d20, scoring a 12. The dexterity modifier of +1 is added to the roll for a total of 13. Arack fails however as he needed a result of 24 or higher. The challenge base was 18 (secondary attribute) and he was attempting to pick the pocket of a 6th-level character

Another example would be Drox, a 5th level fighter with a 12 dexterity. Dexterity is one of Drox's prime attributes. He tries to sneak across a squeaky wooden floor without being heard by the sleeping wizard on the other end of the room. He scores 16 on his d20 roll, and adds nothing. Because 16 does not beat his challenge base of 12 (prime) plus the challenge level of 5, he causes the floor to squeak and wakes up the wizard. If Drox were a rogue, he would be able to add his level, and would have succeeded at the task with a total of 21.

It is important to note that the abilities of each class have the best results when used by only that class. A rogue can move silently, with an absolute absence of sound. A fighter, therefore, should only be able to move very quietly, even with a successful roll.

A rogue moving silently in order to sneak up on a guard would not alert that guard with a successful check. However, a fighter moving quietly, even with a successful roll, should still stand a chance of being noticed by the guard. Thus, the Castle Keeper might allow the guard a wisdom check to notice the fighter moving quietly up behind him.

SAVING THROWS

Many times during a game something occurs which requires an attribute check, such as when a dryad attempts to charm a character or a dragon breathes fiery breath upon a character, but the attribute associated with the event that causes the check is unclear. For example, what happens when a wight creeps up upon an unsuspecting foe and reaches its hand out to steal some part of a soul? This is called an energy drain and, if successful, the character whose energy is drained loses levels. In this case, the character is being acted on in a potentially harmful manner and must make an attribute check to avoid being harmed. This attribute check is called a saving throw. Often the Castle Keeper or new players are unsure as to which attribute a particular type of attack or event relates. Saving throws clarify this as many of the more common types of events are examined. In the case of the wight's energy drain, the saving throw relates to constitution.

A saving throw is simply an attribute check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. Saving throws are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A saving throw is an attribute check. A player rolls a d20 and adds the character's level and the appropriate attribute modifier. If the attribute related to the saving throw is a primary attribute, the challenge base is 12. If the attribute related to the saving throw is a secondary attribute, the challenge base is 18. The Castle Keeper determines the challenge level by such factors as the monster's hit dice, the spell caster's level or the level of the trap or poison. The Castle Keeper may also give bonuses or impose penalties due to circumstance and situation. The results of failed saving throws for a particular type are explained below.

THE CASTLE KEEPER AND THE GAME

Monsters, creatures and non-player characters are also often required to make saving throws when reacting to attacks by a character, especially spells cast by wizards, clerics and druids. Monster saving throws function in the same manner, with this caveat; monsters and creatures have lumped primary and secondary attributes such that they have either a physical or mental primary. If a monster has a physical primary, then all physical attributes (strength, dexterity and constitution) act as the primary while the mental attributes (intelligence, wisdom and charisma) act as secondary attributes.

TYPES OF SAVING THROWS

There are six different kinds of saving throws each corresponding to an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive but should provide a template for Castle Keeper's to determine a saving throw category for something not listed here.

SAVE TYPE	CATEGORIES
Strength	Paralysis, Constriction
Intelligence	Arcane Magic, Illusion
Wisdom	Divine Magic, Confusion, Gaze Attack Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Disease, Energy Drain, Poison
Charisma	Death Attack, Charm, Fear
Variable:	Spells

BREATH WEAPON (DEXTERITY OR CONSTITUTION): Any character caught in the area of effect of a breath weapon must make the appropriate saving throw or suffer the breath weapon's full effects. The type of saving throw necessary is described with the monster or spell which causes the saving throw. Generally, the character must dodge the effects of a breath weapon, so a dexterity check is appropriate, but on occasions gaseous clouds require a constitution saving throw.

CHARM (CHARISMA): Charm spells or spell-like abilities allow a charisma saving throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the charm spell.

CONFUSION (WISDOM): Confusion spells or spell-like abilities allow a wisdom saving throw to avoid being overcome by confusion. A failed save means the character becomes confused for an amount of time as specified by the spell or ability.

A confused character's actions are determined by a 1d10 roll, re-rolled each round with the following results: 1 wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6 do nothing for one round; 7-9 attack the nearest creature for one round; 10 act normally for 1 round. Any confused creature who is attacked automatically attacks the attackers on the next turn.

DEATH ATTACKS (CHARISMA): Death attacks are rare and only a few monsters and the rare artifact have them. In most cases, death attacks allow the victim to make a charisma save to avoid the affect, but if the save fails the character will die instantly.

DISEASE (CONSTITUTION): When a character is injured by a disease attack such as from a ghoul, touching an item smeared with diseased matter or consumes disease-tainted food or drink, the character must make an immediate constitution saving throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after an incubation period. The description for each disease will give the details on the effects following the incubation period. It is recommended that the Castle Keeper roll these constitution saving throws for the player so that he doesn't know whether the disease has taken hold.

ENERGY DRAIN (CONSTITUTION): An energy drain attack takes away levels or attribute scores from the victim unless a successful saving throw is made. Most energy drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item or spell description causing the drain. If it is not specified, one level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one hit die of hit points of the appropriate class, and all other class abilities are reduced to the new level. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level. The victim's experience point total is immediately set to the midpoint of the previous level.

Characters drained below 1st level becomes a 0 level character with no class or abilities. A character drained below 0 level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

Lost levels or attribute scores remain until removed by spell, such as *restoration*, or other means. Sometimes, level or attribute loss is temporary and will return to normal in a day's time.

A creature gains temporary hit points each time it successfully uses a natural energy drain ability. Unless specified otherwise, the creature gains the amount of hit points that the victim loses. Energy drain through spell or magic item does not grant temporary hit points unless their description indicates otherwise.

FEAR (CHARISMA): Spells, magic items and certain monsters can affect characters with fear. The character facing a monster who emanates fear or who has a spell cast upon him makes a charisma saving throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.

GAZE ATTACK (WISDOM): Each character within range of a gaze attack must attempt a saving throw each round at the beginning of his turn. Generally the character can avoid the gaze with a successful wisdom check. In many instances, the situation is more appropriately handled without a saving throw through narrative and role playing. If necessary, the castle keeper may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

MAGIC/ILLUSION (INTELLIGENCE OR WISDOM): This category is for spells cast by creatures or from scrolls. It is a catch-all for magic not covered by one of the other saving throw categories.

Arcane or divine spells cast by a magic item or other object, or a spell-like ability possessed by a creature or item usually allow a saving throw to negate, lessen, avoid or resist their effect. If the type of magic is arcane, then an intelligence saving throw is made. If divine, then a wisdom saving throw is made.

In some cases, the specific effect of the spell calls for another type of saving throw. All charm spells, whether cast by creature, item or spell-like ability make a charisma saving throw (see above). Other saving throw categories not covered by this catch all would include paralysis, polymorph, energy drain, death attack and fear.

PARALYSIS/ CONSTRICTION (STRENGTH): Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a strength saving throw. The effects of spell, monster constriction and/or paralysis are discussed above in the spell descriptions or in *Monsters & Treasure*.

PETRIFICATION/ POLYMORPH (WISDOM): arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a wisdom saving throw to resist the polymorph. Polymorphed creatures retain their own minds, but have new physical forms.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is also incomplete.

POISON (CONSTITUTION): when a character takes damage from a poisoned weapon, an item with contact poison, consumes poisoned food or drink or is otherwise poisoned, they must make a constitution saving throw. If they fail, they suffer the poison's initial damage (usually ability damage). Even if they succeed, they typically face more damage a short time later. Sometimes, the additional damage allows for another saving throw.

SPELLS (VARIABLE): arcane and divine spells sometimes allow a saving throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of saving throw including those spells cast from scrolls, wands, rings or other magical devices.

TRAPS (DEXTERITY): when a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed saving throw should be designated beforehand.

> For example, a 5th level rogue sets a trap. A 7th level dwarf fighter with a 9 dexterity walks into the trap. A saving throw is required to determine whether or not the fighter sets off the trap and suffers the full effects of it. The dwarf's prime attributes are strength and constitution. Thus, the challenge base for the save is 18. In this instance, the trap was set by a 5th level rogue, so the fighter succeeds on a 23 or better. The player rolls 1d20 and adds the dwarf's level 7 to the attribute modifier for traps (dexterity). The dwarf has no dexterity modifier. Thus, if the result of the d20 roll plus the character's level is 23 or higher, the dwarf makes his saving throw and dodges the trap.

COMBAT

Much of the excitement in playing Castles & Crusades occurs during the character's combat with monsters. Whether a knight battling a horde of blood-thirsty orcs, a rogue facing off with a nefarious pirate or a cleric turning a vampire, combat is often the climax of many role playing sessions. Combat is also the nexus of many rules in Castles & Crusades. Managing combat is often a challenging affair as the Castle Keeper must not only know the rules, but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Castle Keeper. The rules are designed to organize the action of combat. Yet, as the essence of combat is its narrative, they also enable the Castle Keeper to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development is discussed below.

BASIC OUTLINE OF A COMBAT ROUND

When a combat occurs, each participant will want to take action. The most common action will be an attack on a foe, but might also include, for example, drinking a potion or casting a spell. To facilitate when a character or monster can act, combat is broken into a series of time measurements called rounds. Each participant in a combat generally gets one action each combat round.

Each participant acts during the round in an order established by the roll of a d10. This is called initiative. The character with the highest initiative acts first, and each character in turn performs an action until the last character with the lowest initiative roll has acted. If a character attacks during a combat round, the character's player rolls a d20 to determine if the character

hits the opponent. If the resulting number, plus the character's class bonus to hit, plus any attribute modifiers, is equal to or greater than the opponent's armor class, the character has successfully hit the opponent. A successful hit results in damage to the opponent. Monsters and non-player characters follow the same procedure and rules as characters, but the Castle Keeper manages their actions. After all participants have acted once in the combat round, a new round begins.

SAMPLE COMBAT ROUND

With a furious scream and battle axe in hand, Angthar, a barbarian war chief, charges a goblin scouting near his village. To resolve the combat, Angthar's player rolls initiative for Angthar, and the Castle Keeper rolls initiative for the goblin. Angthar rolls a 7, and the goblin rolls a 4. Thus, Angthar acts first.

> Angthar, a 5th level barbarian with 14 strength, attacks the goblin with his battle axe. The player rolls a d20 and the result is 12. Angthar adds his basic attack bonus (+4) and his strength bonus (+1) to get a total attack roll of 17. The goblin's scaly hide imparts an armor class of 12. Angthar's attack roll of 17 exceeds the goblin's armor class of 12, thus Angthar has successfully hit the goblin with his battle axe. A battle axe inflicts 1d8 hit points of damage, so Angthar's player rolls a d8 and adds Angthar's strength bonus (+1) to the roll. In this example, Angthar rolled a 6 for a total of 7 hit points of damage. The goblin only had 4 hit points, so Angthar has defeated it in one swing of his mighty axe.

If Angthar had only inflicted 2 hit points of damage, the goblin would have survived the attack. It then would get to perform an action, perhaps an attack on Angthar with its wicked, curved scimitar. If both Angthar and the goblin survived the first round of combat, then a new combat round would begin, started by a new initiative roll. This sequence would repeat until either Angthar or the goblin were victorious.

COMBAT TERMS

Castles & Crusades uses a set terminology to describe combat. The following are the most common terms of which the Castle Keeper, and eventually the players, need to understand to successfully run a combat.

ACTION: During each combat round, a character or monster may either attack, cast a spell, move, use an ability, use an item, or simply perform some other non-lethal action such as talking or standing still.

ARMOR CLASS: This is an abstract representation of the difficulty in hitting a defender. An attacker's attack roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn. Armor class normally ranges from 10 to 20, but can extend higher than 20.

ATTACK: Attacks generally refer to the use of a weapon, whether a melee weapon or a ranged weapon, or an unarmed attack. Weapon attacks are made by the attacker rolling a d20, adding or subtracting the appropriate modifiers, and comparing it to the defender's armor class. There are other forms of attack, like spells, class abilities such as turn undead, or magic items, but each of them are actions that generally have their own rules for determining the result of their attack.

ATTACKER: The term used to refer to the character or monster making an attack on their turn during a combat round.

BASIC TO HIT BONUS: This feature is distinct for each class and is listed in the appropriate class table. The listed modifier is added to the attacker's die roll during combat. All monsters possess a bonus to hit equal to their number of hit dice. For example a 5 HD monster has a +5 bonus to hit in combat.

COMBAT ROUND: This is the amount of time it takes for all those involved in combat to take a single action. A combat round lasts approximately 10 seconds. Six consecutive combat rounds equal a turn, which is thus roughly equal to one minute.

COMBAT MANEUVER: These are actions taken by characters during combat to avoid being hit. These usually result in armor class adjustments.

DAMAGE: If an attack is successful, the defender takes damage, typically in the form of hit points. The amount of damage inflicted depends upon the weapon or attack used by the attacker. Weapon damage is listed next to the weapon in the equipment lists. Other attack damage is detailed in the class, spell, magic item or monster description.

DEFENDER: The term used to refer to the character or monster being attacked.

HIT DICE: This term has dual meanings. First, it indicates what type of die is rolled to determine a character or monster's hit points. For example, a wizard gains 1d4 hit points for each level earned. Second, it indicates the level, and thus, the number of the type of die rolled to determine hit points. For example, a 5th level fighter will have rolled 5d10 over the course of the character's history to determine hit points. A monster's description details its hit dice. For example, a monster may have 5d8 HD. To determine the monster's hit points, the CK rolls a d8 five times, adding the numbers rolled together to get the monster's total hit points.

HIT POINTS: Hit points represent a body's ability to withstand damage. A creature's hit points equals the amount of damage it can take before being killed or knocked unconscious. An object's hit points equals the amount of damage it can take before being broken.

INITIATIVE: This roll is used to determine the order of action in a combat round among the combat's participants. Initiative is determined by the roll of a d10 by each individual or each group in a combat, as determined by the Castle Keeper.

SURPRISE: This is the act of one party or individual catching another party or individual unaware. The party gaining surprise gets one free combat round to act against the surprised party, who may do nothing.

COMBAT ROUND

One combat round is ten seconds long. During this round, all the characters, monsters and non-player characters should get a chance to act. Generally, only one action is allowed, such as making a melee attack or casting a spell. The types of actions are discussed ahead.

It is important to remember that each round is an abstract measurement. The actions and activities that occur in a round are not meant to take place during specific seconds or segments. It should be viewed as a short range of time during which many things happen. Although each character or monster must wait their turn to act as determined by initiative, they do not necessarily act in that same order in a narrative sense. The moment of occurrence is not necessarily equal to the initiative roll. Abstract consideration of the combat round allows for a more fluid and expansive narrative.

SURPRISE

Before combat begins, the CK determines if one or the other party is surprised. Surprise is a situation in which the adventuring party happens upon monsters and neither is aware nor expects the other. Surprise establishes who becomes aware first. The group that successfully surprises the other gains a free combat round in which to act. Those that are surprised get no action. After the surprise round, combat proceeds normally.

Surprise may involve a situation where two characters or groups are unaware of each other, or a situation where one group is attempting to surprise another. Before any surprise roll is made, the Castle Keeper must determines if surprise is possible. A group that is aware of another's presence cannot be surprised. Situations often arise in which one group is not able to surprise another, such as if they have to pass over a hallway strewn with dead leaves that crack and pop when stepped on, thus warning the inhabitants of the room down the hallway.

Even in those instances in which surprise is possible, there is always a chance something could go awry and the surprise fails to occur. If a party can be surprised, a wisdom attribute check is made by the individual in the group with the best chance of succeeding at it, or by each member of the group individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When two separate parties could be surprised, both groups or individuals in the groups must make the wisdom check. If both groups fail the check, they are both surprised and nothing occurs as they stare at one another in a moment of stunned silence. Initiative is then rolled as normal.

The chances for surprise can be mitigated by many circumstances. If a party is well hidden or camouflaged and awaiting a group of poorly perceptive orcs on a brightly lit road, the Castle Keeper may decide to penalize the wisdom check for the orcs. In general, the bonus or penalty should remain within a range of -5 to +5, although it might be greater in extraordinary situations.

Returning to the example of Angthar and the goblin, suppose that Angthar came upon a group of goblins and they were unaware of his presence. He decides to leap off a narrow ledge into the goblins, landing amidst them, reigning blows left and right as they scratch and claw to get away from his deadly blade. In such an instance, the Castle Keeper would roll a wisdom check for the goblins to determine if they are surprised. If surprised, Angthar would get a free round to attack them. If not, Angthar and the goblins would roll initiative and combat would proceed.

INITIATIVE

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie, the one with the highest dexterity goes first. In the case of equal dexterity, a simultaneous action occurs.

This method of establishing initiative may seem chaotic at times, especially with large groups of creatures or characters. In those cases, the Castle Keeper may find it necessary to require a group initiative instead, with the winning party acting before anyone in the opponent party.

There is one exception to initiative: when a creature uses a weapon with a reach of greater than 10 feet against an opponent with a weapon with less than a 6 foot reach, or when a large creature is fighting a medium or smaller sized creature. In the first round only, the creature with the longer reach or larger size is allowed to attack first, even if the creature with the shorter reach or smaller size won the initiative roll. This rule only applies if the creature with the shorter reach or smaller creature approaches within ten feet. Such action counts as the action for that round for the larger creature or the one with the longer weapon.

For example, Hambone the halfling draws his short sword and charges a gnarly stone giant who just crushed his companion with a mighty oaken club. Screaming in a rage driven by revenge and loss, Hambone leaps forward to attack. Hambone rolls a 9 initiative, and the stone giant rolls a 3. The stone giant is large and Hambone is small. Thus, when Hambone moves within 10 feet of the stone giant, the stone giant is allowed to swing first even though Hambone won initiative. The stone giant, mirthless and fearless, sweeps his club around aiming at Hambone's head. Hambone ducks and dodges as he charges, and the stone giant's massive club glances off Hambone's shoulder, but inflicts no damage. Hambone manages to move in close and slices at the stone giant's leg, slashing a deep gash.

COMBAT ACTIONS

In a combat round, characters can perform a wide variety of actions. Every possible action, however, can be categorized in one of the five types of actions that may be performed during combat, which all have a chance of failure. The five possible actions are attack, cast a spell, move, use an ability or use an item.

Attack

A character or monster is allowed one attack each round unless they possess a special ability allowing them to exceed the limitation. Attacks include melee attacks, either armed with a weapon or unarmed, and ranged attacks with a missile weapon. An attack allows a character or monster to move up to one-half their movement rate. Moving farther than one-half movement rate negates the ability to make an attack.

Cast A Spell

A character or creature is allowed to cast one spell each round. Some spells require two or more rounds to cast, in which case the character must wait until the following round for the effect of the spell to take place. The magic section fully details how spells are cast and when they take effect. A character may not move any distance and cast a spell in the same round unless the spell description states otherwise.

Move

If no other action is taken, a character or monster can walk a distance equal to their full movement rate. Full movement also includes jogging (twice the normal move rate) and running (quadruple the normal move rate).

Use An Ability

A character or monster may perform one class or racial ability each round. Some abilities, like spells, take more than one round to complete. Some monsters can perform more than one ability per round. Ability may involve movement, but in most cases the movement will not exceed the normal movement rate. Otherwise, the Castle Keeper retains discretion as to whether any ability use involves movement.

Use An Item

An item that is carried and readied can be used. The most common actions in this category are using or activating a magic item or piece of equipment. Such actions include, but are not limited to, drinking a potion, using a wand, casting a spell from a scroll, or casting a grappling hook. In most cases, no movement will be involved or allowed when using an item. Readying an item is not difficult, as long as it is easily accessed. Usually, the item must be on a belt or hanging from a pack, and readying it should not take more than a few seconds. Whereas, if an item is in a backpack, it would take at least a round to take off the pack, dig through it, and retrieve the item. The Castle Keeper and players must use common sense in deciding whether an item is readily available. In some cases, the Castle Keeper may require the players to indicate on their character sheets which items are readily available or how and where an item is being carried.

NON-LETHAL AND MULTIPLE ACTIONS

There is of course another broad category encompassing non-lethal or otherwise mundane actions such as talking, standing still and doing nothing or picking up an item. Such actions typically have no chance of failure, however, so they are not considered combat actions.

No matter the type of action attempted, it is up to the Castle Keeper to adjudicate how long any action takes and whether it can be performed in a single round. Most actions occur in a single round, or if they take longer, the rules for the specific action usually detail just how many rounds the action takes to complete. The Castle Keeper may allow more than one

action per round under special circumstances, for example,if a character has a *haste* spell cast on him. Also, some non-combat actions a character may take might not consume a full round. This latter aspect is important and the Castle Keeper must use common sense and reason to determine if an action takes a full round. Drawing a sword would not take a full round. Tossing someone an item may not take a full round. As a rule of thumb, simply think of how long such an action would take in real life. If it takes just a couple of seconds to perform a non-combat action, then the character should be allowed another action, be it combat or non-combat in nature. The Castle Keeper can, and on occasion should, impose an initiative penalty for some of these actions.

MOVEMENT IN THE COMBAT ROUND

Once initiative or surprise is determined, each character or monster involved in combat is allowed an action. One allowed action is movement. Movement, like the combat round, is an abstraction. It is a manner of establishing the distance that can be moved in a given period of time. Movement can be in a straight line, a curve or around a corner. Base movement rates are listed in each racial or monster description. The listed rate is the distance in feet that can be moved in one combat round. If encumbered, movement is reduced as described in the encumbrance section. Movement can be increased by jogging (double the movement rate) or running (quadruple the movement rate). Drop all fractions when figuring movement rates (minimum of 1 foot). To translate the movement rate into inches, hexes, squares or centimeters, divide the movement rate by 5.

An attacker can move one-half their movement rate and still attack. No attack is allowed if a character exceeds one-half their movement rate. The only exception to this rule is when a charge is attempted. Charging allows for an attack and full movement, but the special rules for charging apply. The Castle Keeper has the option of reducing the movement rate due to terrain, obstacles, injuries or other circumstances. Generally, the movement rate should not be reduced by more than three-fourths (0.75). The Castle Keeper should always allow a character to move at least 5 feet in a combat round, unless the character is restrained or otherwise unable to move.

Charging

Charging is a special, movement-based combat maneuver. When charging, a character precedes a melee attack by jogging or running, with the intent of using the gained leverage and momentum to inflict greater damage on a defender. A successful charge attack results in a +2 bonus to damage inflicted, but imposes a -4 penalty to the attacker's armor class for the entire combat round. The charge must be announced prior to the character moving and before iniative is rolled.

When charging, a character is considered to be jogging or running. The character must minimally move the full distance of their normal movement rate. The charge must be in a straight line. The total distance moved while charging cannot exceed the character's jogging movement rate. For example, Una the elf announces that she is going to charge an orc standing across the battlefield. Una's base movement is 30 feet, and thus, her jogging rate is 60 feet. As long as the orc is at least 30 feet away, but no more than 60 feet, Una may attempt the charge maneuver.

When charging, the attacker suffers a -4 penalty to armor class for the combat round. The penalty applies even if the charge attack is not successful. The penalty also applies if the defender attacks first due to size or weapon length, or by ranged attack. If a defender scores a successful hit upon a charging character, the charge is negated. If a charge is negated, the attacker is still allowed their movement and attack, but a successful hit does not deal any extra damage.

MELEE COMBAT

Melee occurs when two creatures engage in hand-to-hand combat. The attacker rolls a d20 and adds the basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3d8 hit dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the weapon used. Unarmed combat is a type of melee attack, but it is addressed separately below.

It is important to note that a melee attack, like the combat round and movement, is also an abstraction. Though a character usually makes only one attack per round, it should not be considered a single swing. A melee attack involves a series of parries and thrusts, along with attack and defensive maneuvers that sometimes result in damage to the defender. The damage could be from one blow or could be representative of a series of blows or fatigue.

There are many other bonuses and penalties which may affect a melee attack to hit roll. These include, but are not limited to, racial modifiers, magic weapon bonuses, class ability modifiers, spell effect modifiers, and situational modifiers.

RANGED COMBAT

Ranged combat is much like melee combat except it occurs when an attack is made with a missile weapon against a defender some distance away. Dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the d20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the missile weapon used.

There are two types of ranged weapons: thrown and propelled. Thrown weapons are those whose momentum are dependent upon the strength of the character or monster throwing it. These include javelins, daggers, spears and the like. Propelled weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward. This includes crossbows, stones from a sling and similar devices. While a character's dexterity modifier is added to all ranged to hit rolls,

a character's strength modifier is only added to the damage of thrown weapons, not propelled weapons

Ranged weapons also have range increments, and they have a maximum effective distance equal to three times the listed range increment as detailed in the equipment list. The listed range increment is considered to be close range. Twice the range increment is medium range and three times the increment is long range. Medium range results in a -2 penalty to the ranged attack roll, and long range results in a -6 penalty to the attack roll.

Ranged weapons that miss their target continue on their path and can potentially hit another target within close range. If the target of the attack is missed, the projectile continues in a straight line and can hit anything in its path. For each ten feet traveled within close range, the archer should roll a to hit roll again, but the attacker accrues a -1 penalty for every 10 feet beyond the original target. The exception to this rule is that bolts fired from a crossbow continue up to long range, although the medium and long range modifiers still apply.

UNARMED COMBAT

Unarmed combat is similar to armed combat, only the attacker is not using a melee weapon, but natural weapons, such as claws, hands, fangs or even the whole body. Many monsters employ unarmed melee attacks, as do monk characters. In most cases, the success of these attacks are determined as with a normal melee attack. The attacker rolls a d20 and adds the basic to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3d8 hit dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the class ability or monster description.

There are also special unarmed attacks of an entirely different nature and effect: grappling, pummeling, overbearing and touch attacks. Each type follows the same basic principle but with different modifications to the to hit roll and damage inflicted.

GRAPPLING

Grappling involves grabbing and holding a defender, as with classical wrestling or a snake constricting its body around its prey. Grappling is directed at holding an opponent and subduing them. The attacker rolls a d20 and adds any strength modifier and his Bonus to hit (BtH).

The armor class of a defender in an overbearing attack is different than normal. A defender without strength as a prime has a standard AC of 12. A defender with strength as a prime has a standard AC of 18. Armor has little effect on the capacity to defend against this type of attack and is not included. The AC is modified by the strength, the dexterity, and the size difference between the two opponents. If an attacker is larger than the defender apply a +2 to AC for every size category larger than the defender's size, and a -2 for every size category smaller.

Should an attack be successful, the defender is held and cannot act except to attempt to break the hold. The defender is considered prone and defenseless. The defender can break the hold by making his own successful grappling attack.

PUMMELING

Much like boxers or martial artists, pummeling involves the use of fists, feet, knees, elbows or other body parts to inflict damage on an opponent with the intention of knocking them out or otherwise incapacitating them. The attacker rolls a d20 to hit, adding any strength modifier plus, his BtH, and any other modifier the Castle Keeper deems appropriate. If the total equals or exceeds the defender's armor class, the pummeling inflicts 1-2 hit points of subdual damage. Damage is modified by strength.

OVERBEARING

This type of attack is used to knock an opponent down. This is a tactic used in wrestling and other types of hand-to-hand combat, as well as when an animal charges and knocks someone over. The attacker rolls a d20 to hit and adds any strength modifier or other modifier that the Castle Keeper deems fit. The Castle Keeper may or may not deem the basic to hit bonus an appropriate modifier.

The armor class for overbearing attacks is determined in the same fashion as for grappling attacks, using the defender's strength, BtH or hit dice, and size difference as modifiers. However, unlike grappling attacks, there is one additional modifier. The defender's BtH also modifies the armor class in an overbearing attack.

Example: a large troll attacks a small 5th level rogue halfling and tries to knock him off a bridge and into a raging river. The halfling has strength as a prime and therefore a base armor class of 18, modified by a 14 strength (+1), and his BtH (+2) adds a total of +3 for a total of AC 21. But the troll is two sizes larger, so a -4 adjustment to the halfling's armor class results in an AC of 17.

If a hit is successful, the defender is knocked prone for the remainder of that round. An attacker cannot knock over a defender two sizes larger. In addition, the defender takes 1-2 points of subdual damage.

An attacker attempting to overbear suffers a -2 penalty to armor class because they are more exposed than usual. The penalty remains to their armor class for the combat round.

TOUCH ATTACK

A touch attack is one in which an attacker is simply trying to touch an opponent. This often occurs with spells that require a touch to be successful. With a touch attack, a standard armor class of 10 is used for all defenders, adjusted only by dexterity of the defender and special modifiers resulting from, for example, magic items or spells. Monsters use the base 10 AC with no modifiers.

SITUATIONAL MODIFIERS

Situational modifiers are somewhat nebulous and, for the most part, those that the Castle Keeper deems appropriate. There are often situations for which it is impossible to set a rule, or would involve such complex rules as to fill up an entire tome. In these instances, the Castle Keeper must use reason, common sense or narrative development to determine what modifier is applied to the to hit roll. For example, should a fighter, after a long night of carousing, be swinging across a crowded tavern clinging to a fraying rope with one hand and a sword in the other, decide to take a swing at a plump gnome merchant as he passes over it, the Castle Keeper must decide upon the appropriate modifier to the to hit roll (or an attribute check to determine if it is even possible to make the attack).

In general, combat to hit modifiers can be broken down into three categories: easy, difficult and heroic. For tasks that are easy, up to a +/-5 modifier should be imposed. Difficult tasks would range from +/- 6 to 10, and heroic acts would range from +/- 11 or above. The instance described above may seem ridiculous, but players attempt all manner of actions with their characters - something which should be encouraged. However, the Castle Keeper is left with the task of deciding the modifier to be applied to a situation. What the fighter in the example above is attempting is not heroic, but it most certainly is not easy. In this instance, the Castle Keeper should probably err on the high side of difficult since the fighter is inebriated. A -10 to the attack roll would not be unreasonable.

Some situational modifiers can be applied with regularity. These are listed below and can be used to help in making decisions about other unusual situations. Concealment includes those circumstances where nothing physically blocks an attack, but there is something that interferes with the attacker's accuracy. The other modifiers should be self explanatory. The modifiers are cumulative. In all instances, attackers must know of a defender's presence, though not their exact location. Also, the Castle Keeper should add to this list and keep track of decisions which are made in the game in order that they can be made with some regularity and consistency.

SITUATIONAL COMBAT	MODIFIERS
Defender prone or blind	+5
Defender prone and defenseless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible or attacker blind	–10
Melee attack from mount or unstable platform	–2
Ranged attack from mount or unstable platform	–4
Defender 1/4 concealed (light fog)	–2
Defender 1/2 concealed (dense fog)	–4
Defender 3/4 concealed (near darkness)	–6
Defender completely concealed	–10

ARMOR CLASS

Armor class is representative of a defender's ability to avoid damage. Armor class results from a combination of armor and dextrous avoidance of attacks, and even an ability to absorb the shock of a damaging blow or roll with it. Armor class takes into account an active defense (aware of the attacker), the armor worn and a general ability to withstand or avoid attacks. It does not represent armor alone. However, for game purposes, armor class is the primary determinate of armor class as it is the most easy to quantify.

Armor class begins at 10. A person wearing normal clothing has a 10 armor class. Armor class can increase as much as modifiers allow. In rare cases, modifiers can result in an armor class less than 10, though never below 1. The following rules should be taken into account when determining the armor class of a defender. It is not an exhaustive list and the Castle Keeper is encouraged to develop their own adjustments as needed.

ARMOR

Each armor's adjustment is described in the equipment list. Chain mail, for example, has a +5 adjustment to armor class. This gives the individual wearing it a 15 armor class (10+5).

SHIELDS

Every shield has a +1 modifier to armor class, but the size of the shield determines how many opponent's the +1 modifier applies against. Small shields only offer the adjustment against one attacker, medium shields against two attackers and large shields against three attackers.

HELMS

Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class.

If there is an instance where the Castle Keeper determines that a blow lands on a head, either through the head being the only exposed target or some other circumstance. The AC of a head is 10 (+ dexterity). Each helmet's adjustment is listed in the equipment list. A normal helm, for example, has a +5 adjustment to armor class. This gives the individual wearing that helm a 15 AC for their head. Other modifiers may apply, dexterity, called shot (refer to the Castle Keepers Guide), etc.

Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

DEXTERITY

Dexterity modifies a character's armor class if that character can physically react to an attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker or when they are restrained or otherwise rendered immobile. Dexterity does not apply, for example, when a character is attacked from the rear.

COVER

Characters will often take cover behind objects such as tables, doors, chairs or other structures in order to gain some protection. Cover confers an armor class bonus to the character as follows:

COVER	ARMOR CLASS ADJUSTMENT
¼ cover	+2 AC
½ cover	+4 AC
¾ cover	+6 AC
Full cover	+10 AC

Although cover is primarily used as protection against missile or ranged weapons, it can also be used in melee combat. For example, when the wizard Anaximorus finds her spells useless against a golem, she decides to jump behind a large column in an attempt to avoid being smashed by its massive fists. This action offers 3/4 cover from the golem's attacks. When cover is used in melee attacks though, the cover applies to both the attacker and defender until one or the other move out from behind it. In some cases, the Castle Keeper may rule that the character seeking cover may not attack.

MAGIC

There are numerous other modifiers that can be applied to armor class. Spells, magic armor and rings, or other unique items and situations can increase or decrease armor class. A character's condition, such as being stunned poisoned, or fatigued may affect the armor class. In general, magical rings, robes or other protective devices and spells affect armor class for touch attacks. Magical armors do not affect touch attacks.

SITUATION AND CIRCUMSTANCE

There are innumerable situational modifiers which can also adjust armor class. These are too numerous to list, but the Castle Keeper should always bear in mind the current situation or circumstances. For example, a rusted suit of armor may suffer a -1 to its overall armor class adjustment. It is, as always, incumbent on the Castle Keeper to use common sense when making these adjustment. Always err on the side of safety. It is a game, after all.

COMBAT MANEUVERS

Players try all manner of inventive actions during combat, from using chairs as shields, trying to dodge opponent's blows or running haphazardly away from some monstrous beast. It is impossible to enumerate and describe all the possibilities and it is unproductive to try and do so. These generally fall into a category of combat maneuvers.

Some of the more common combat maneuvers and their effects are listed and described below. These rules can be considered optional as they are not necessary to gameplay. They are provided to allow the Castle Keeper and players more options in combat and to introduce the concept of amending and adding rules to fit a group's style of play. They should be introduced slowly and with practice to insure that they meld with the style and tempo of play desired by both the players and Castle Keeper.

DODGE

In this case, a character can dodge up to three attacks in a round that originate from an attacker(s) which they are facing and are aware of. If dodging, the character sacrifices their action in that round. They do not need to roll initiative, but must announce their intention before the round begins. The character cannot attack, cast spells, move or use an ability or item. The character gains a +2 to their armor class while dodging. A character can dodge every round should they desire.

DISENGAGING FROM COMBAT

Disengaging from combat is a dangerous maneuver since it exposes the character to attacks, but it automatically puts distance between the disengaging party and their opponent. The player must announce that he is disengaging at the beginning of the round. The disengaging character does not roll initiative. If disengaging a character can take no other action. The character is allowed a movement as defined below. Player characters, monsters and non-player characters can disengage from combat.

Hasty Disengagement: is one in which the character or monster attempts to leave combat and expends all effort to do so. A character disengaging hastily may move as far as possible up to their maximum running distance, but they suffer a -2 to armor class and their opponent gets an attack against them as they run away. This is a free attack and does not count against the opponent's other action in the round, although the opponent may not make a second attack against the fleeing character. The armor class adjustment lasts throughout the combat round and applies to every attack against the fleeing character.

Fighting Disengagement: is a more carefully executed withdrawal from combat. By performing a fighting disengagement, the character moves one-half their movement rate or less away from their opponent and they can disengage from combat. The character suffers no penalty to armor class, but they cannot take any other action in the round.

In the round following the disengagement the character or monster has put distance between theirselves and their opponent.

DISARM

A fighter, ranger, knight, rogue, assassin, cleric and paladin can disarm an opponent. The character must successfully hit an armor class equivalent of 18 plus the hit dice or level of the defender to successfully disarm them. For example, a ranger would need to hit an armor class of 23 to disarm a 5 hit dice creature or 5th level opponent. The defender receives a dexterity bonus to this armor class, if applicable.

EVADE

This maneuver is a desperate attempt to avoid being hit and involves using all one's energies to dodge and parry blows but remain engaged in combat. If evading the character sacrifices their action in that round. They do not need to roll initiative, but must announce their intention before the round begins. The character cannot attack, cast spells, move or use an ability or item. The character doing this is allowed to evade one opponent they are facing. Evade confers a +4 bonus to armor class for that round.

FLANK ATTACK

The flank attack takes place to the left or right rear side of a defender. Flank attacks should be used consistently for monsters and characters alike. The defender may or may not be aware of the attack, but in any case, is less capable of defending against the flank attack than those from the front. A flank attack confers a +1 bonus to hit.

REAR ATTACK

An attack to the rear of an opponent gives the attacker a +2 bonus to hit. The rogue and assassin do not get this in addition to their back attack bonus, as it is already considered in their class abilities.

TWO WEAPON FIGHTING

At some point, characters will attempt to fight with a weapon in both hands. This is a difficult skill to master, and it takes much experience to do it well (see the monk class). When using two weapons, the player must designate which hand is used for the primary attack and which is the off hand attack. Typically, this is determined by the handedness of the character, either right handed or left handed.

The character is allowed to swing with both weapons, thus gaining two attacks in a single round, but the attack with the primary hand is at -3 and the attack with the off hand is at -6. These penalties are affected by the character's dexterity modifier. The character's strength modifier only applies to damage inflicted.

A monk may use the two-weapon fighting rule to gain a second hand-to-hand attack before the character reaches 6th level. If the monk does so, both attacks suffer the penalties for two-weapon fighting and the secondary attack inflicts normal fist damage of 1d2 hit points. When a monk reaches 6th level, the character gains a secondary hand-to-hand attack. A monk's secondary hand-to-hand attack ability does not suffer any penalty for two-weapon fighting and it inflicts the damage in the monk special ability chart. But, if a monk at any level fights with a weapon in one hand and attacks with his other hand, whether a primary or secondary attack, the monk suffers the standard penalties for two-weapon fighting and follows the preceding rules in this paragraph as to secondary attack damage.

NARRATIVE OF COMBAT

A clear understanding of the rules is essential to running a smooth combat. A competent grasp of initiative, movement and allowed actions allows the Castle Keeper to react to circumstances, answer questions and resolve issues that arise during the course of any combat. But a technical understanding of combat does not necessarily create a successful combat.

Combat is an essential part of the Castles & Crusades experience. It is often that combat degenerates into rules manipulation, dice rolling and forays into number crunching that more resemble an economics course than a heroic encounter. Combat should be the heroic struggle between good and evil, law and chaos. Combat pits the paladin against the lich, locks the knight in deadly struggle with a dragon and aligns the wizard in magical opposition to abyssal creatures threatening his world. Castles & Crusades often revolves around such struggles, and it is the Castle Keeper's duty to make certain that combat resolution is balanced and challenging, but most of all fun. The Castle Keeper must engage the players, make them forget the rules and draw them into the whirling maelstrom of the bone crunching maw of the dragon. This is combat through narrative.

There are several ways to achieve a successful narrative in your game's battles. Vivid descriptions can capture a group of the most lackluster players and keep them engaged. There is a vast gulf between entering a room with "three goblins who have swords and shields, and are sitting at a table drinking," and entering a room where "three humanoids are ranged around a table drinking from large wooden tankards; they're a foul-looking lot, with mottled skin, spindly limbs, toes and fingers, wide eyes and maws emitting a putrid breath; the creatures are armed for war with wickedly curved blades and iron rimmed shields."

Once the players are captured, the Castle Keeper must keep hold of them. Battle can be the most exciting part of the game, and the most memorable. Compare the following two descriptions of an attack in combat. "The goblin swings at you. He hits, and you take 3 points of damage" vs. "The goblin twists about, bringing his sword across your shin. There you have no armor, and the notched blade cuts the cloth of your leggings effortlessly to score through flesh and blood, biting to the bone for 3 hit points damage." Good descriptions help pace a combat, and keep players lively and excited.

It is important to note that characters should be allowed to participate in the narrative description. A Castle Keeper who spends 15 minutes describing or setting up a scene can easily lose a hard earned audience. Players should be allowed and encouraged to bring their own descriptive sub text to combat. The best and most common example of this is the called shot. If a character wants to strive for the heroic chance against all odds, they should be allowed to do so. Calling a shot, or any extraordinary act such as leaping onto the back of a flying dragon, generally throws out all the rules and the Castle Keeper must wing the encounter, allowing for chance, while seeking to achieve the most dramatic narrative possible.

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Many factors must be considered, from the reasonable chance of success to the character's ability to do so, from the needs of the party to the game's need for realism, consistency and fun. This is where the art of running a good combat reaches its most demanding height, and where the rules are utterly subject to the narrative. The Castle Keeper must decide what is best for the game, the group and the individual player. A bored, frustrated player can be won back in seconds by a good call from the Castle Keeper. Even if Luther the paladin misses with his called shot, his blade may trip the enemy, casting them to the ground and thus buying precious time for the rest of the party to act. Leaping upon a dragon is no easy task and is perhaps the most deadly of maneuvers, but even if a character attempts such a thing and fails miserably, it may be the distraction needed for the rest of the party to retreat and survive to fight again another day.

It is important to note that the Castle Keeper must be careful not to run one-sided fights. Characters can do the same damage that monsters do. When Luther's blade strikes home it "cleaves the helm and skull of the hapless orc, making a red ruin of its head!" Running a combat in a narrative fashion is difficult, but fun. Engaging the players and keeping them such is one of the most rewarding experiences a Castle Keeper can have. But doing so means that the Castle Keeper must understand the rules and when to bend them. Achieving such mastery leads to every game being one where the iron of battle mingles with the fantasy of swords-and-sorcery adventure.

HIT POINTS

Hit points represent the amount of damage, physical and mental, a character, non-player character or monster can take before passing out or dying. A character's hit points are a mere abstraction and are not a numeration of the character's physical being. It is generally a representation of the overall health of the individual. The higher the hit points, the healthier the individual.

Hit points are determined by a character or monster's hit die. There are several hit die types: **d4, d6, d8, d10, and d12**. Class descriptions list the hit die type for that class. Monsters have various hit die types also. These are listed with the monster descriptions as given in the *Monsters & Treasure* book.

Hit points for the classes are acquired by level. At each level, the hit die type is rolled and added to the previous level's total. The constitution modifier is added or subtracted from this roll. At 10th level and above, all classes acquire hit points at a specified rate. Constitution modifiers are added to or subtracted from this. In all cases, a character gains at least 1 hit point for each level advanced.

Monster hit points are specified in the monster description. Monsters receive a number of hit die types for hit points. Some rolls are adjusted. For example, 3d6 indicates that three 6-sided dice are rolled and added together for that monster's hit point total. 3d12+4 indicates that three 12 sided dice are rolled and 4 added to the total.

In some instances, such as with a bard's inspire ability, characters or monsters can gain temporary hit points. Temporary hit points are added to a character's current hit points. In combat, temporary hit points are the first to be reduced due to combat, spells or other instances in which damage occurs. When all temporary hit points are gone, they are removed from the character's normal hit points. For all intents and purposes, temporary hit points act as real hit points as long as the spell or ability is in effect. The only exception is that temporary hit points cannot be healed or cured.

Hit points can be reduced by weapons, magical spells, exhaustion, and poisons, amongst other things. These are detailed in the following section. Once damage is taken, it must be healed for the hit points to be restored to their maximum level. Hit points can never be healed beyond what they were before taking damage.

In general, hit points heal at a rate of one point per day and only if the character is resting, well fed, kept warm and the wounds being tended to. After seven days, the rate of healing increases to include the constitution bonus, if any. After 14 days, the rate of healing doubles and after thirty days, it triples. Rates of healing can be adjusted by magical healing, herbs, diet, level of care or other factors the Castle Keeper deems applicable.

In general, when 0 hit points is reached, the character or monster passes out. They are not dead, but rather incapable of acting while passed out due to blood loss and physical or mental damage. The character or monster is unable to act and is unconscious or gravely wounded. Those so wounded, if still conscious, can do little more than crawl from the battlefield or call out for help. Those with 0 hit points recover consciousness in 1d6 hours, after which they can move at ½ their normal move rate, but still cannot participate in combat, cast spells, turn undead or any strenuous or demanding action. The full effect of magical healing of characters reduced to 0 hit points is immediate.

At -1 to -6 hit points, the character or monster is unconscious and grievously wounded. They require bed rest to recover. Unless magically healed a character so wounded must rest 24 hours before the process of healing begins. With most magical healing, the character's hit points can only be returned to 0, after which healing proceeds normally.

For example, a knight is struck by a club from an ettin and reduced to -1 hit points. Before healing begins, the knight must wait 24 hours. However, a cleric of goodly intent decides to share the grace of their deity with the knight and cast a *cure light wounds* on the knight. The cure is for 8 hit points, but the knight is only brought back up to 0 hit points. However, healing can proceed as normal thereafter.

At -7 to -9 hit points, the character or monster is mortally wounded and loses one hit point per round after reaching -7 hit points. Aid administered to the wounds stops the hit point loss. This takes at least one full round, during which no hit point is lost. After 24 hours have passed, the normal healing process as described for -1 to -6 hit points begins.

At -10 hit points death occurs immediately. Only *resurrection*, *reincarnation* or bribes to the Castle Keeper can remedy death.

DAMAGE

If a hit is successful, damage is assessed for the opponent and its hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used or as described in the monsters description. Damage is applied immediately. If a character or monster dies as a result of damage inflicted, it gets no opportunity to swing, cast spells or anything else. There are several categories of damage that need examining. From this, the Castle Keeper should determine the type and nature of any damage inflicted on a character if not specifically described in the rules.

Damage takes its toll in a variety of ways. A sword cutting an arm, a mace crashing into a shield and bruising an arm or simply physical exertion during the course of a difficult or long combat. The Castle Keeper should not automatically assume that damage causes flesh to be shorn from limbs and bones crushed. Four points of damage to a 3rd level fighter could simply be bruising on the arm, a series of small cuts or exertion. Alternately, it could be a mortal blow that fells a character. In general, it is not wise to break bones, lop off limbs or inflict significant organ damage, as healing times for these types of wounds are significant and complete recovery often impossible. Being creative with the type of damage inflicted should enhance combat rather than detract from game play. Be sure to keep it that way.

WEAPON DAMAGE

The amount of damage inflicted is determined by the type of weapon being used or natural weapons such as the claws of a lion, the fist of a golem or the beak of a hippogriff. Weapon damages are listed in the equipment chart. Damage from melee weapons is adjusted by the strength modifier, magical weapon bonuses, and other factors or adjustments if applicable. Natural weapons and their effects are described in the appropriate monster description or combat rule. Any modifications to damage are noted in the descriptions.

MAGIC DAMAGE

Damage caused by spell effects are applied in the same manner as those by melee weapons or natural weapons. Special considerations are described in the appropriate spell. Of special note though, damage caused by illusions can be real. Though not real in a material sense, the viewer of the illusion believes the damage to be real and suffers psychic and mental shock as if it were real. The spell descriptions list the details of damage from illusions, but in general, it can be said that damage received from illusory attacks is, in reality, subdual damage and the characters follow all the rules for subdual damage with the following exception. Characters or monsters reduced to -10 hit points by illusory damage die from the psychic shock to the system, which is too great to withstand.

SUBDUAL DAMAGE

This type of damage is generally not fatal, though on occasion it can be. Subdual damage is more the bludgeoning one receives in a fist fight than the slashing, gashing bone breaking combat of swords and maces. It may hurt and even knock one unconscious, but rarely draws blood and usually results in damage that heals quickly.

Subdual damage is usually caused in unarmed combat with natural weapons. However, many monsters use natural weapons that cause normal damage. If a monster's attack causes subdual rather than normal damage, the monster description will note it. Otherwise, damage from monsters should be considered normal damage. A monk's unarmed attack is normal damage, unless the monk chooses to subdue as if using a weapon.

An attacker can use weapons to deliver subdual damage but it does so at varying rates. When being used for subdual, weapons inflict normal damage, but it is mostly temporary damage. Minimally, these weapons deliver one point of damage. All subdual damage delivers some normal damage. For every five points of subdual damage inflicted, one point is considered normal damage.

Subdual damage heals faster than normal damage as it is not usually fatal. It heals at a rate of 1 hit point per every 10 minutes. The normal damage inflicted as a part of subdual damage heals as previously described. At the Castle Keeper's discretion, when a character reaches -10 hit points or more of subdual damage, they have taken severe enough bludgeoning damage to an internal organ to cause death or permanent incapacitation. Otherwise, they should be considered unconscious for 24 hours and do not begin healing until gaining consciousness.

FALLING DAMAGE

Falling damage occurs when a character or monster falls from a height of five feet or more. Falling can be very deadly and players should be made aware of the potential hazards of a fall prior to beginning a climb.

If a character falls from a height of six to ten feet, a dexterity check must be made. If the check is successful, the person falling takes no damage. If the check is not successful, the person takes 1d6 points of damage. From heights greater than ten feet, damage accrues significantly. For every ten feet fallen, the number of d6 used for damage increases by one. The damage for each 10 feet fallen is cumulative. For example, if a character falls 18 feet, they take 1d6 damage for the first ten feet and 2d6 damage for the next 10 feet for a total of 3d6 damage. If a charcter were to fall from a height of 45 feet, they would take 1d6 damage for the first 10 feet, 2d6 damage for the second 10 feet, 3d6 damage for the third 10 feet, and 4d6 damage for the last 10 feet, for a total 10d6 points of damage.

TURNING UNDEAD

Clerics and paladins have the ability turn undead. This power allows them to channel divine power through the display of a holy symbol and invocation, prayer or song for the purpose of repelling, controlling or destroying undead monsters.

TURN UNDEAD (Wisdom): Turn undead requires a successful wisdom attribute check. The challenge level for the check is equal to the undead creature's hit dice. A successful turn undead check results in the undead monster being turned or destroyed. Alternately, evil characters with this ability can attempt to control the undead or even paladins. In game terms, turning undead should be considered a special, ranged combat attack. The maximum range for turning undead is 60 feet.

> A cleric can attempt to turn one type of undead per round. For example: a group of 6 skeletons, 4 zombies and a vampire approach a cleric, who decides to attempt a turning. The cleric can attempt to turn one type the first round. The cleric elects to attempt to turn the zombies. The cleric makes a turn undead check and succeeds. On the next round, the cleric can attempt to turn the skeletons or the vampire.

If the turn undead attempt fails, however, the cleric may not attempt to turn that specific group of undead again for the remainder of the combat and one full day has passed. Again, using the situation described above, if the cleric failed to turn the zombies, he could attempt to turn the skeletons or vampire in round two, but could not attempt to turn the zombies again for that combat. The only exception is that newly arrived creatures of the same type, or in a different group, can be turned. So, in the example situation, if a new group of zombies joins the combat, the cleric could attempt to turn the new group of zombies. Essentially, a cleric has one chance to turn each opponent in a combat or 24 hour period, with each opponent being composed of a group of undead of the same type.

NUMBER OF UNDEAD TURNED

The number of undead monsters that are turned is determined by special rules and depends on the undead monster's type: common, extraordinary or unique.

Common undead are non-sentient, automaton-like undead such as skeletons and zombies. Extraordinary undead are semi-sentient undead of great power that usually have special abilities. They typically are trapped between the material and spirit worlds, and include such monsters as wraiths and ghosts. Unique undead are those rare and powerful creatures of strong will and intelligence such as vampires and liches. The turn undead ability affects 1d12 common undead, 1d6 extraordinary undead, or 1 unique undead. For each type, the number turned is increased or decreased by the cleric or paladin's charisma modifier.

Turned Undead

Turned undead flee at their full movement rate for ten rounds. If unable to flee, they will cower. A +2 bonus to hit is awarded on all attacks versus cowering undead. If the cleric approaches within ten feet, or attacks a cowering undead monster, the turning is broken and the undead creature will attack. Others may attack the cowering creature without breaking the turning effect. Turned undead will not automatically flee evil clerics. Instead, they are rebuked and will cower in awe.

Destroying Undead

If the cleric or paladin is five levels higher than the hit dice of the type of undead being turned, the character destroys the undead instead of turning them. The number destroyed is the same as the number of undead that the character would normally turn. If a cleric or paladin is ten levels higher than the hit dice of the undead being turned, the character automatically destroys the maximum possible number of undead. For example, a 12th level cleric making a successful turn undead check against 1 hit dice skeletons automatically destroys 12 skeletons plus the character's charisma modifier.

EVIL CLERICS

Evil clerics can assume control of undead instead of turning them, and can also turn paladins as if the paladins were undead. The evil cleric makes a normal turn undead check to do so. If the check is a success, and the cleric is five levels higher than the hit dice of the type of undead being turned, the cleric may control the undead instead of destroying them. The number controlled is equal to the number of undead that

the cleric would normally turn. If an evil cleric is ten levels higher than the hit dice of the type of undead sought to be controlled, the character automatically controls the maximum possible number of undead.

Controlled undead become permanent servants under the evil cleric's mental command unless released. The cleric must take an action to give mental orders to controlled undead. Control can be freely passed from one evil cleric to another if the recipient cleric passes a turn check of his own. At no time, however, may an evil cleric control a number of undead whose total hit dice is greater than 5 times the cleric's level. Thus, a 5th level evil cleric could control a maximum of 25 skeletons.

PALADINS

Paladins turn undead as a cleric of two levels lower than the paladin's level. That means a paladin can't turn undead until 3rd level, at which point the paladin may turn undead as a 1st level cleric. Paladins themselves can be turned by evil clerics.

REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some little experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser and more capable.

Experience points are awarded by the Castle Keeper to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good role playing and successful adventuring.

EXPERIENCE POINTS

After characters defeat monsters or acquire treasure, they earn experience points (xp). The Castle Keeper is free to award experience points in whatever manner desired, but the following is a recommended general method.

MONSTERS: The Castle Keeper adds the value of all monsters defeated or overcome on the adventure. Each monster has a base xp value, and a bonus can be given if a specific monster was greater than normal for its type. The total xp are then divided by the number of characters that defeated the monsters.

MONEY: Although not all Castle Keepers do so, some award xp for non-magical treasure. The Castle Keeper should award 1 xp to the party for every 1gp value of non-magical treasure such as money, gems, art and other items acquired during the adventure.

MAGIC ITEMS: Like monsters, magic items have a xp value. The Castle Keeper should award a magic item's xp value to a character who possesses and uses the item for a period of time.

STORY: The Castle Keeper should assign an xp value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story xp value is to compare the adventure to a monster of a hit dice that is challenging to the party. The Castle Keeper can then award xps as if the party overcame that monster.

ROLE PLAYING: The Castle Keeper can also award specific characters xp bonuses for good role playing (or penalties for bad) in a specific situation or over the course of an adventure. A good range to award is 25 to 250 xps, depending on the level of the character.

GAINING LEVELS

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit points increase as does bonus to hit.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point progression (EPPs). The EPPs for each class are located in the appropriate class description. Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure and as rewards for good role playing. The Castle Keeper awards experience points as described in the rules but always has the right to add or subtract experience points for whatever reason.

Monster experience points are located in *Monsters & Treasure*. Experience points awarded for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Optionally, the Castle Keeper may not allow this or only some percentage of the treasure's value, as this may speed up the rate of level progression depending on the amount of treasure acquired. For experience points awarded for defeating monsters and role playing see *Monsters and Treasure*. Bear in mind that the Castle Keeper does not have to award this amount if the player did a poor job of role playing, but can if he wants to.

Once enough experience points are acquired to advance a level, the character must train for the number of weeks equal to the level reached before receiving the benefits of that level. For example, a 6th level cleric, upon acquiring the experience points necessary to reach 7th level, must train for 7 weeks before receiving the benefits of that level. Once training is completed, the character gains the extra hit points, spells or abilities which that level confers upon the class.

TREASURE

Treasure can consist of any, or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks and magic items. Treasure can be found in lost dungeons, hidden in a merchant's pocket or serve as the bed for an ancient red dragon.

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Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.

MOVEMENT

Movement is a fairly abstract necessity in any game. The movement rates listed for characters, monsters and NPCs is an estimation of how far that creature can move at a normal pace in a round. In general, jogging is twice that movement rate, while running is four times the movement rate. As this is a ten second movement rate, a full minute would be six times the movement rate. Movement outdoors equates to movement indoors. For movement outdoors, it should be noted that at an average walking pace for an unencumbered person is about 2 miles an hour.

Moving silently occurs as per the class descriptions. Moving silently does not mean that the character is moving without making a sound. Moving silently means that the character is attempting to move and make as little noise as possible. If successful, this means that the character has moved in such a manner that no one within hearing range has heard him. Some creatures have a more acute sense of hearing so adjustments to the roll might be necessary. For example, a wolf can hear better than a human, so the Castle Keeper may want to adjust the challenge level by +2 or more. Further, it is easier to move silently in certain areas. For example, moving silently across a carpet is much easier than moving silently across a dry forest bed full of leaves and twigs, so adjustments can be made for this environment also if the Castle Keeper chooses.

In much the same manner, moving while invisible does not mean the character cannot be detected. If the character makes noise, this can be heard. Further, all creatures smell and the odor of a sweating body can be detected. Bear in mind, many creatures use sonar or other abilities to determine the location of prey and this can reveal the presence of an invisible creature. An invisible creature does not leave a heat signature.

SPELL RESISTANCE

Spell resistance is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must make a check (1d20) at least equal to or greater than the creature's SR for the spell to effect that creature. Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of spell resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a *wall of iron*. Note, all creatures have an inherent SR of 1.

LANGUAGES

Every character begins play with the ability to speak a vulgate language. That is, a language that is common to many inhabitants of the region in which the adventure begins.

Each race gets a certain number of racial languages. Beyond this characters receive language bonuses equivalent to their intelligence bonus. Learning languages is not something that can normally be done over night. Characters should be encouraged to choose those extra languages they want to learn, but unless they retire for a year or so to study it, they should not be allowed to read, write and speak the language immediately. For example, Quintus, who speaks only the common tongue, travels with Zarious the Mage, who speaks an ancient language fluently. The player tells the Castle Keeper that Quintus is going to study the language while they travel, thus the Castle Keeper may allow him to get by with the new language within a few months, but to not become fluent for several years of travel. Further, learning other speciess languages, like those spoke by dragons, should be approached cautiously, and short of magic, perhaps impossible. Some languages do not have the same references as do human and demi-human languages. The gnome who speaks to the mole is going to find himself trying to understand a language that has little relation to his own. The mole has different points of reference for simple things such as distance, smell etc. Languages can be an important part of the game and can offer very challenging role playing obstacles if the Castle Keeper is not overly generous in handing them out and the player is intrigued enough to unravel ancient societies' customs with halting words and hand gestures.

VISION

Light sources provide vision for creatures unable to see in the dark. The radius of vision depends on the light source.

Torch	40 feet
Lantern	30–60 feet
Magical dagger	10 feet
Magical sword	20 feet

Some creatures have the ability to see in the dark or in spaces where normal human vision does not work. There are five gradations of vision: normal, deepvision, twilight vision, dark vision and dusk vision.

DEEPVISION

Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other

light source, spoil deepvision. A creature requires one minute to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

TWILIGHT VISION

Even under starlight, moonlight or low light conditions these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

DARKVISION

In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one minute to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

DUSK VISION

Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight or in similar conditions of poor illumination.

TIME

In *Castles & Crusades,* time is represented in two simple equations: a round is 10 seconds and a minute is six rounds. This allows the Castle Keeper a logical solution to the unfolding of events in combat or roleplay. That said, the Castle Keeper should be flexible in his interpretation of the round. In normal circumstances, actions are pretty simple. Grog the fighter attacks Nard the ranger. Grog wins initiative and swings. Nard takes his swing. Both being high rollers they crack each other on the head. But throw in the use of shields, parrying, dodging, other combatants, the ringing of axe on shield, spells and magical devices; not to mention the shouting that innovative players do, the calls for help or curses upon the unlucky blade, the wounded and dying and it all adds up to one chaotic ball of action, consequence and inaction. The Castle Keeper has to be very flexible and willing to move with events and the actions of their players. Tracking off seconds of the round can slow the pace of a well run combat and disconcert players who are immersed in the cacophony of sound and sight described by the Castle Keeper. Grog is struck hard by Nard, with what appears to be a mortal blow. On the next round, Grog tries to heal himself, swing his sword and trip Nard. Needless to say this is far too many actions. But if Grog wants to roll and throw up his shield at the same time, though he's lost initiative, such an action would not be impossible and earn him some bonus XP points from the Castle Keeper.

THE ADVENTURING PARTY

It is a challenge to create a well-balanced party, but a well-balanced party improves the survival rate of all characters. Almost all parties benefit from the presence of the four basic classes: fighter, rogue, wizard and cleric. These four classes supply the basic abilities of fighting, scouting, magic and healing. These classes are almost indispensable for the composition of a well-rounded party. Yet, players are not limited to those four classes because other classes are similar and expand upon the four classic archetypes.

The four basic classes embody specific roles in the adventuring party, and those roles can be broadened to allow the play of classes that may be better for specific campaigns. The four basic class archetypes can be described as warrior (fighter, ranger, barbarian, knight, paladin), rogue (rogue, assassin), divine spell caster (cleric, druid) and arcane spell caster (wizard, illusionist). Some of these classes have aspects that cross the boundaries between archetypes, such as the paladin, a fighter who possesses some of the cleric's worthy traits. And the remaining two classes, monk and bard, provide even more of a mix of different archetypal roles. They can fill one of the classic roles, or greatly enhance and round out a party, especially in certain types of campaigns.

Care must be taken, however, that characters are not too tailored for certain encounter types. This leads to a superfluous character and bored players. Designing an assassin to join a party that is undergoing a lengthy overland trek through a trackless wilderness is bound to prove fruitless for the character and frustrating for the player.

Racial diversity is also important to party composition, and can sometimes make up for a weakness in one area. For example, a class without a rogue may still have excellent scouting ability if it has an elf or halfling in it.

Overall, it should be remembered that one class' weakness can be compensated for by another's strength. Each party member can play off of another, and depend on each other for success. Cooperation is essential to overcoming obstacles and achieving success in any given adventure, as well as for providing fun to all. Below is a brief explanation of the purpose and role of each class.

FIGHTER: fighters combat and defeat opponents, thus helping to ensure the party's survival. Fighters lead the party, defending it and taking the brunt of any attack. Fighters protect the weaker members of a party and supply strategic knowledge and tactical expertise.

RANGER: like a fighter, a ranger's primary purpose is to fight monsters. Additionally, a ranger's special knowledge and tracking ability enhances a party's ability to survive in the wilderness and to achieve success in the goals of an outdoor adventure. It also provides some of the scouting ability typically covered by the party's rogue.

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ROGUE: the rogue serves as the eyes and ears of an adventuring party. Their ability to hide, move silently and strike from behind makes them perfect scouts in both dungeon and outdoor settings. Their ability to find and disarm traps, open locks and decipher scripts provides invaluable skills necessary to a party's survival.

ASSASSIN: the assassin possesses many abilities of the rogue, but their own specialities as well. While less useful in outdoor settings, they are more at home in cities, towns and even dungeons. The assassin's ability to evaluate and specifically target individual foes, and use disguises, make them dangerous and capable spies and able to launch unexpected attacks.

BARBARIAN: the barbarian is a warrior, but one that can take even more damage than the typical fighter. Their unique abilities provide a reserve of strength that many a party may need to survive the day. Their backgrounds lend excellent role playing skills to outdoor adventures, and provide nice contrast when role playing more civilized encounters.

MONK: the monk should not be underestimated for its ability to act as the party's fighter. Their ability to withstand damage, and as they gain in experience, to deal damage, is potent. Further, their unique non-combat abilities provide an added resource to any party. The monk often plays many roles in a party.

WIZARD: wizards utilize their spells and knowledge in a variety of ways to benefit an adventuring party. Indeed, a wizard's role may change during an adventure and over the course of a series of quests. A wizard may provide combat support one moment, decipher a riddle the next, and then cast a defensive shield against a fearsome monster allowing a companion the opportunity to strike a deadly blow. A wizard's imaginative use of spells provides a party with an ever-changing and valuable resource.

ILLUSIONIST: like wizards, illusionists play offensive, defensive and informational roles in an adventuring party. The unique nature of their magic can often effectively combat odd and unique creatures that a arcane or divine spell caster's magic has no effect on at all. Even more than the wizard, the breadth of an illusionist's magic is limited only by the player's imagination.

CLERIC: adventuring parties covet and protect their clerical members for good reason. A cleric's combat and spell capability, along with the divine power to combat undead, constitute an irreplaceable foundational stone to a party. Clerics are especially adept at protection, guidance and healing. Indeed, the well-played cleric can occupy all four classic archetypal roles at some point in their career.

DRUID: druids are similar to clerics, but their strength lies in support and guidance, especially in wilderness settings. Druids have their own unique combat and information gathering abilities that make up for any lack of ability to combat undead.

KNIGHT: the quintessential leader of the party, the knight's social standing and natural charisma lend him the abilities to lead the party in all settings. They are adept fighters, especially from horseback, and they can form the backbone of any adventuring party.

PALADIN: the paladin is a unique warrior, divinely inspired and is especially adept at combating evil and protecting the party against it. They possess a potent combination of strength-of-arms, leadership and divine magical ability, including healing and turning undead.

BARD: The bard provides leadership and inspiration, but often in support as opposed to direct leadership. Their ability also lends itself to information gathering, influencing others and even spying, often in a subtle way given its best effect through role playing. Additionally, their hit points, armor and weapon choices make them good fighters.

EXAMPLE OF PLAY

For the novice Castle Keeper the following examples are included in this edition of the *Players Handbook* in order to supply a better understanding of how conflict and resolution plays out in the game. Monsters are introduced in stat blocks.

The abbreviations and definitions are as follows:

HIT DICE (HD): The hit dice represents the number (and type) of die rolled for the creature's hit points.

HIT POINTS (HP): The number of hit points each monster possesses.

ARMOR CLASS (AC): The creature's armor class.

MOVE (MV): The creature's movement rate.

ATTRIBUTES: Abilities for monsters are expressed as primary for physical or mental attributes.

GOBLIN (*These lawful evil creatures' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their primary attributes are physical. They attack with a short sword for 1d6 damage. They have darkvision that allows them to see in the dark up to 60 feet. They are worth 5+1 experience points.*)

HOBGOBLIN (*These lawful evil creatures' vital stats are HD 1d10, HP 7, AC 15, MV 30 ft. Their primary attributes are physical. They attack with a Halberd for 1d10 damage. They have darkvision that allows them to see in the dark up to 60 feet. They are worth 7+1 experience points.*)

WORG (*These neutral creatures' vital stat are HD 4d8, HP 18, AC 14, MV 50 ft. Their primary attributes are physical. They attack with a bite for 2d4 points of damage. They have the ability to trip victims by pulling them to the ground after the victim fails their dexterity check. They have darkvision and twilight vision that allows them to see in the dark. They can track as 2nd level rangers. They are worth 60+4 experience points.*)

SURYC (*She is a 7th level, half-elf, neutral good wizard. Her vital stats are 6d4 HD, HP 16, AC 11, MV 30 ft. Her primary attributes are dexterity and intelligence. Her attributes are*

strength 13, dexterity 15, constitution 9, intelligence 17, wisdom 15 and charisma 12. Her basic attack bonus is +2.Her spells are as follows: 0th Level 5, 1st Level 5, 2nd Level 4, 3rd Level 2. She has the following racial abilites:empathy, move silently, spot hidden doors, attribute modification, enhanced senses and spell resistance. She wields a staff for 1d6+1 points of damage.)

BJORN (*He is a 5th level, lawful neutral human fighter. His vital stats are 5d10 HD, 32 HP, AC 17, MV 30 ft. His primary attributes are strength, dexterity and wisdom. His basic attack bonus is +5 (+6 with flail). His attributes are strength 16, dexterity 15, constitution 13, intelligence 12, wisdom 9 and charisma 10. His special abilities are weapon specialization (flail) and combat dominance. He carries a breastplate and small shield and wields a heavy flail for 1d10 points of damage.*)

UNA (*She is a 6th level, neutral good elven rogue. Her vital stats are 6d6 HD, 24 HP, AC 16, MV 30 ft. Her primary abilities are dexterity and charisma. Her abilities are strength 9, dexterity 19, constitution 12, intelligence 16, wisdom 12 and charisma 15. Her special abilities are back attack, cant, climb, decipher script, listen, move silently, open lock, pick pocket, traps, sneak attack, enhanced senses, twilight vision, move silently, spell resistance, spot hidden doors, weapon training in composite short bow. She wears leather armor and a small shield and wields a short sword for 1d6 or a composite short bow for 1d8 points of damage.*)

It is near twilight when Una, while trying to scout out a suitable campsite, discovers a small band of goblins lead by a hobgoblin mounted on a worg. Not having time to go back and warn her companions, Una scrambles into the lengthening shadows and tries to hide from her foes. The worg sniffs the air, as if she smells something. The Castle Keeper tells Una's player to make a hide check to conceal her effectively. The Castle Keeper decides to use the worg's HD of 4 as the challenge level, modified by +2 for the scent ability. He does not tell Una's player this, though. Una's player rolls a d20 and adds her dexterity bonus as well as rogue level. She rolls an 11 on the die, giving her a total of 20. Since dexterity is a prime attribute for her, she beats the challenge base of 12 by 8 with her roll. The Castle Keeper notes that this is more than the challenge level of 6, so Una is successfully hidden.

Just as the worg settles down, however, they hear Suryc and Bjorn bumbling through the woods. The goblins also hear them coming and prepare a hasty ambush. A few moments later, Bjorn and Suryc come to the clearing. The Castle Keeper tells the players to check for surprise as the goblins, hobgoblins, and worg are waiting for them. The two players make wisdom checks for their characters. Suryc's player rolls a 10, which gives him a 17, which isn't quite enough to beat his non-prime challenge base of 18, so he is surprised. A 12 comes up on Bjorn's player's die, but that is enough to beat his prime challenge base of 12, meaning that the seasoned warrior was not caught unaware by his foes. Una's player declares she will use her sneak attack ability on one of the hobgoblins this round. The Castle Keeper makes a wisdom check for the hobgoblin to see if he is surprised. Since the hobgoblin has his saves listed as P, physical, his challenge base is 18. The Castle Keeper rolls a 7 for the hobgoblin, so he is surprised by Una's attack.

The players and Castle Keeper now roll a d10 for their initiative this round. Suryc's player doesn't roll since he is surprised this round. Bjorn's player rolls a 4, Una's player rolls a 5 and the Castle Keeper rolls a 5 for the enemies. He chose to roll the enemies as a group to speed things along. The Castle Keeper also decides to give Una a +2 initiative boost this round for being so well hidden.

Following initiative, the Castle Keeper first lets Una's surprise attack happen. Una will be firing her bow at the hobgoblin this round. Her player rolls a d20 and gets a 9 which is then added to her dexterity bonus and basic attack bonus, giving her a total of 14. Una also gets a +2 bonus for her sneak attack ability, resulting in a final to hit roll of 16. This is more than the hobgoblin's AC of 15, so she hits. Una's player rolls the d8 damage for the composite short bow and gets a 4. Her sneak attack ability allows her to add four to her damage, so she does a total of 8 damage to the hobgoblin. That is enough damage to drop him (he only had 7 hit points). Her arrow sinks deeply into the hobgoblin's neck, and he falls limp from the worg's back.

Next the goblins and worg can attack. The goblins are surprised by their leader's sudden collapse, but are still heartened by the worg's presence. The worg leaps at the smaller, unarmed half-elf, thinking her quick prey. The goblins choose to charge Bjorn. First the worg's attack is resolved. The Castle Keeper rolls a 7 for the worg's attack roll and adds the worg's hit die total to the attack for its basic attack bonus. This gives the worg a total of 11 to hit, which just beat's Suryc's 11 AC. The Castle Keeper rolls 2d4 damage for the worg's bite, and gets a 6, reducing Suryc's hit points to 10 as the worg bites deeply into Suryc's leg. The Castle Keeper then decides to use the worg's trip ability, allowing her to automatically force her opponent to the ground on a successful bite attack. Suryc is allowed a dexterity save to prevent this. Suryc's player rolls a d20 and gets an 11. He gets to add his wizard levels and dexterity bonus to this, giving him a total of 19. This easily beats his prime challenge base of 12, so Suryc is not knocked down.

The goblins charge Bjorn. Since they are charging they take a -4 to their AC but gain +2 damage against the human. The Castle Keeper rolls five d20s and gets a 4, 10, 15, 17, and 20 which are all modified by +1 (the hit die of the goblins). That means two of the goblins hit Bjorn. The Castle Keeper rolls their d6 damage and get a 3 and a 4, meaning that Bjorn loses 11 hit points total, including the charge damage bonus. This reduces Bjorn down to 25 hit points, which still leaves him in pretty good shape.

Finally, Bjorn makes his attack during the surprise round. His player declares that Bjorn will be using his combat dominance ability and attack two goblins this round. Since the goblins are all of 1d6 hit dice, he can do this. Bjorn's player makes two attack rolls, rolling a 3 and an 18. Adding his Strength bonus

and basic attack bonus, this means Bjorn hits AC 11 through 26. The goblins normally have an AC of 15, but since they charged, it is an 11 this round, so he hits two goblins. He rolls his heavy flail's damage and rolls a 4 and a 9. This is modified by his strength and his weapon specialization bonus, meaning he does 7 damage to one goblin and 12 damage to the second, which is enough damage to kill both goblins.

Now the surprise round is over and the players and Castle Keeper roll initiative again. Suryc's player can roll initiative this round since he is no longer surprised. Una rolls a 4, Suryc a 10, Bjorn a 2, and the goblins and worg get a 5. So the turn order this round is Suryc, the goblins and the worg, Una and then Bjorn.

Suryc knows he is in trouble, since the worg is a killing machine. His player quickly checks his prepared spells and decides that his *scare* spell will do the trick. He casts the spell on the worg, forcing it to make a charisma save or flee in panic. The worg's saves are listed as physical only, so that means its challenge base is 18. This is modified by Suryc's casting level of 7, which means the worg must beat a 25 on his roll. The Castle Keeper notes that the worg cannot possibly beat a 25, so the worg is panicked and must flee the combat. The worg runs at his full run speed of 200 feet away from Suryc.

The worg's panicked departure greatly shakes the goblins. The Castle Keeper determines that they will try to escape combat. Two of them decide to flee as well, using the hasty disengage option while the third, more wisely, chooses the fighting disengage. The two that make the hasty disengagement may move their maximum running distance (80 ft), but Bjorn gets a free attack on both of them. Moreover, their AC are lowered to 13 for these attacks due to their hasty departure.

Bjorn's player rolls for his attacks and gets a 2 and a 6, which means he hits AC 10 and AC 14. Bjorn misses one of the fleeing goblins but hits the other for 6 points of damage, cutting it down as well. The fleeing goblin moves 80 feet away. The other goblin, making a fighting withdrawal only moves 10 feet away, but does not provoke a free attack, nor is his AC lowered.

Una's turn comes up and she chooses to take a shot at the worg as it is fleeing. The Castle Keeper tells her the worg is about 180 feet away, which puts it at long range for her composite short bow. This means she is at a -6 to her attack roll due to the range. Una's player rolls and gets a 15, which leaves her with a final to hit roll of 14. This is exactly the same as the worg's AC so she just barely hits the beast. Una's player curses that she only rolled a 2 on her 1d8 damage die, barely damaging the fleeing creature.

Finally Bjorn decides to give chase to the retreating goblins. He cannot reach the goblin that fled last round, but he can move and attack the one that made a fighting disengagement. Moving 10 feet and then attacking again, Bjorn can make two attacks on this goblin due to his combat dominance ability and he chooses to do so. His first attack roll is a 1, which means he hits AC 9, which is a miss. His second roll, however, is an 18, which hits AC 26, meaning he soundly hit the goblin's AC of 15. The flail crashes heavily into the goblin for 12 points of damage, crushing it's skull.

This round of combat is over and the players decide to let the goblin and worg flee. The worg won't come out from the effects of the spell for another five rounds, and it will think better of doubling back to attack the party. The goblin runs away and tries to find its way back to its war party to inform them of the adventurers in the woods.

APPENDIX: OPTIONAL RULES

The occassion may arise in which the 13 archetype characters provided fail to serve the needs and desires of the game. The Game develops its own internal dialogue and folklore where the rules of the game mesh with the tales and desires of the players. Hence, there is a desire to meld the archetypical classes to create those generated purely in the gameverse. Thus, we have multi-classing. So that, in the world of literature the warrior/wizard is rare, in the gameverse the warrior/wizard becomes an archetype.

There could be any number of reasons to justify a character having the abilities of more than one class, which can be an interesting part of the character's history. Some cultures may require all adults to serve a term in the army, even if they intend to join the clergy. Perhaps a period of lean times and hard luck may have forced the character to take up thievery. A character trapped in the wilderness may have learned basic survival skills just to stay alive. Or maybe the character simply wished to expand his horizons a bit.

Presented below are two different approaches to combining the character archtypes: multi-classing and class and a half.

MULTI-CLASSING IN CASTLES & CRUSADES

Multi-classing is a means by which a player can create a more developed character with a wider range of abilities than normally allowed by a single class.

THE BASIC UNIVERSAL RULES

1. **Rule One:** The Castle Keeper is the ultimate arbiter of which classes can be combined and how they are combined. The Castle Keeper can (and should) amend the rules to fit their needs and their restrictions trump any rules presented here.

2. **Decision:** The decision to multi-class must be made during the character creation process.

3. **Combinations:** Humans can combine up to three classes and demi-humans can combine two classes.

4. **Alignment:** Any classes can be combined that do not have conflicting alignments. If the Castle Keeper has removed alignment restriction in their game, then any combination is possible.

5. **Prime Attributes:** The character must have the prime attribute for the classes chosen.

For example: A fighter/rogue/bard combination requires that the character have strength, dexterity and charisma as prime attributes. A rogue/assassin/wizard combination requires the character have dexterity and intelligence as a prime attribute.

6. **Weapons:** Multi-class characters can use any weapon from any of the combined classes' weapons allowed list at no penalty.

7. **Armo:r** Multi-class characters can use any armor from any of the combined classes' armor allowed list at however, they still suffer any penalties mentioned for a class ability such as with the rogue's pick pocket.

8. **Starting Gold:** To determine the starting gold for a multi-class character, simply roll for each class, add the results and divide by 2 or 3 depending on the number of classes the character has multi-classed in.

9. **Bonus to Hit:** Multi-class characters use the most favorable BtH of the classes chosen.

10. **Hit Dice:** A d4, d6, d8, d10 and d12 are used to establish the hit dice of the archetypes. For the multi-class character, a combination of these are used to determine that character's hit dice. Please refer to the table below and cross reference the hit die used for the classes to determine the hit dice for the multi-class character. For those characters with three classes, take the highest and lowest and cross reference on the chart to get your hit dice.

The number after the '/' reflects the hit point progression at 11th level and beyond.

Dice	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d6/2	d6/2	d6/2	d8/3
d6/2	d6/2	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d6/2	d8/3	d8/3	d10/4
d10/4	d6/2	d8/3	d8/3	d10/4	d10/4
d12/5	d8/3	d8/3	d10/4	d10/4	d12/5

For example: For a knight/cleric combination cross, refer to the chart and cross reference d10 and d8. A d8 results meaning this character has a d8 hit die. If this were a knight/cleric/barbarian character, one would simply take the d8 hit die from the first cross reference and cross reference that with a d12 for a final result of d10.

11. Level Progression and Experience Points As with the normal classes, multi-class characters must acquire experience points to progress in levels. Multi-class characters are considered a single class and advance as a single class irrespective of differing experience point progressions for their core classes.

The experience point progression for a multi-class character is equal to a combination of the core classes experience point progressions at each level plus the additional experience points listed below.

Level	2 classes	3 classes
2nd	200	300
3rd	400	600
4th	800	1200
5th	1500	2500
6th	3000	5000
7th	6000	10000
8th	12000	20000
9th	25000	40000
10th	50000	75000
11th	75000	120000
12th	50000	75000
13th + per level	50,000	75000

For example: A fighter/wizard advancing to 2nd level must acquire 4,801 experience points. At this point, the character acquires the benefits of a 2nd level fighter and 2nd wizard.

CLASS AND A HALF

The Class and a Half system allows the player to choose one class for his character, and supplement it with some of the abilities of another.

The player picks two classes; one will be designated the principal class, and will essentially be the character's "real" class. The other will be designated the supporting class. For example, a character combining fighter and wizard classes could choose to be either a fighter who knows a few spells, or he could choose to be a wizard with some training in armor and weapons. Character will advance in the supporting class, and perform skill checks of that class, at half the rate of the principal class. A first level character would have the abilities of the supporting class at level zero.

Level	Principal Class Level	Supporting Class Level
1	1	0
2	2	1
3	3	1
4	4	2
5	5	2
6	6	3
7	7	3
8	8	4
9	9	4
10	10	5

Experience points needed for level advancement are determined by adding the XP of the principal class to one half the XP of the supporting class. Hit die is determined by averaging the dice of the two classes, rounding in the direction of the principal class, or see the table below.

Principal Class	Supporting Class HD				
HD	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d4/1	d6/2	d6/2	d8/3
d6/2	d6/2	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d8/3	d8/3	d8/3	d10/4
d10/4	d8/3	d8/3	d10/4	d10/4	d10/4
d12/5	d8/3	d10/4	d10/4	d12/5	d12/5

d*/**

d* = hit die for the class

** = fixed HP gained after 10th level

The concept of the Class and a Half is that the character is considered a single, enhanced class. Traditional multi-class systems (usually the only way to gain the abilities of two classes) generally advance the character equally (and irrevocably) in the two classes, at a heavy cost of XP and a thinning of the hit points. In many cases, the character cannot combine the abilities of the two classes. All in all, very discouraging. Who wants to play a fighter-wizard who has to take his armor off every time he casts a spell?

This system allows a more lenient manner of combining these abilities, in the spirit of creating new class concepts that, hopefully, are appealing without being too powerful.

QUICK RULES:

1. **Rule One:** The Castle Keeper is the ultimate arbiter of which classes can be combined and how they are combined. The Castle Keeper can (and should) amend the rules to fit their needs and their restrictions trump any rules presented here.

2. **Primary Attribute:** The character only needs the prime attribute of his principal class.

3. **BtH:** The character uses the best to hit bonus, and best weapon proficiency list.

4. **Armor:** There are some armor restrions. They are as follows:

   The character may only use a shield if allowed by the principal class.

   Wizard or illusionist supported by an armor proficient class may cast spells while armored, however, any spells which allow a save are granted a bonus to the save equal to the base AC bonus of the spell-caster's armor. This principal also applies to druids who wear metal armor.

   An armor proficient class supported by a wizard or illusionist class cannot cast spells while armored which allows a save or cause damage. This principal applies to druids wearing metal armor.

   Monk aligned with an armor proficient class may use his unarmed attack ability, iron fists and stunning attack while armored, but not unarmored defense, and he receives a penalty to his attack equal to one half the base AC bonus of the armor. Monk supported by an armor proficient class may also use iron body, feign death and iron mind. All other abilities are prohibited while armored. (Use this scratch test: if the monk can do it while tied up, he can do it armored).

   Rogue or assassin plus a class proficient in heavier armor may wear armor with up to a base +3 to AC without penalty to class abilities affected by armor. Penalties are determined by value over +3.

   Barbarians may not use primeval instincts while wearing armor usually prohibited by the class.

   Rangers may not use scale or move silently while wearing armor usually prohibited by the class.

5. **Class Abilities:** The class and a half's supporting class abilities are gained, or not gained, as follows:

   Rogue, assassin, cleric, wizard, and illusionist gain all abilities.

   Fighter supporting gains weapon specialization, but he must specialize in a weapon allowed by the principal class. He does not gain combat dominance or extra attack.

   Ranger supporting gains all abilities except combat marauder and favored enemy.

   Barbarian supporting gains combat sense, deer-stalker, and primeval instincts, but no other abilities.

   Monk supporting gains hand-to-hand combat (including secondary attacks at high level), stunning attack, and iron fists, but no other abilities.

   Druid supporting gains all abilities except totem shape (unless a ranger or barbarian), nor does he know the secret druidic language.

   Knight supporting only gains horsemanship abilities, but is not bound by any Virtues or Codes.

   Paladin may only be taken as a principal class.

   Bard supporting does not gain fascinate or exhort greatness.

6. **Class Combinations must follow the following restrictions:**

   Fighter, ranger, cleric, bard, and monk may align with any other class.

   Rogue and assassin may not support knight or paladin.

   Barbarian may not support knight, or align with wizard or illusionist.

   Wizard, illusionist, or druid can only support knight or paladin if the character is an elf or half-elf of elven lineage.

   Other class combinations may require some justification, and some are less than practical. For example, using a fighter to support knight or paladin. The gain is not worth the cost in experience.

7. **0-Level Supporting Abilities**

   Spell casters can cast 2 0-level spells.

   Starting class abilities that involve an attribute check are made with +0 level bonus. Zero level characters do not get class abilities that do not require an attribute check until 1st level.

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CHARACTER NAME AND RANK

CLASS

DEITY:

RACE

ALIGNMENT

LANGUAGES

MOVEMENT

EXP:

EXP. NEXT LVL:

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD

P		SCORE	CATEGORY	MOD
o	STR STRENGTH		PARALYSIS & CONSTRICTION	
o	DEX DEXTERITY		BREATH WEAPON & TRAPS	
o	CON CONSTITUTION		DISEASE, ENERGY DRAIN, & POISON	
o	INT INTELLIGENCE		ARCANE MAGIC & ILLUSION	
o	WIS WISDOM		CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	
o	CHA CHARISMA		DEATH ATTACK, CHARM, & FEAR	

AC = 10 +

ARMOR	SHIELD	MOD	MAGIC	MISC

ARMOR WORN:

SHIELD: HELM:

HP

DAMAGE:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BtH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
		+	+	+	=		+	+	+	=
NOTES:						NOTES:				
		+	+	+	=		+	+	+	=
NOTES:						NOTES:				
		+	+	+	=		+	+	+	=
NOTES:						NOTES:				
		+	+	+	=		+	+	+	=
NOTES:						NOTES:				
		+	+	+	=		+	+	+	=
NOTES:						NOTES:				

CLASS ABILITIES

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

SPELLS

LEVEL	# SPELLS		BONUS SPELLS		TOTAL
0		+		=	
1ST		+		=	
2ND		+		=	
3RD		+		=	
4TH		+		=	
5TH		+		=	
6TH		+		=	
7TH		+		=	
8TH		+		=	
9TH		+		=	

POSSESSIONS

ITEM	EN

ITEM	EN

ITEM	EN

AMMUNITION

ARROWS/ BOLTS	STONES/ OTHER
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐

VICTUALS

FOOD	WATER
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

COIN

PLATINUM	
GOLD	
SILVER	
COPPER	

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR NAME _____

AC ____ MOVE ____ SAVES ____ HP ____ DAMAGE _____

TYPE _____ NOTES _____

ENCUMBRANCE

TOTAL	
PENALTY	
MOVE	
ATTRIBUTE CHECK	
ARMOR CLASS	

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT ____ SEX ____ HAIR ____

WEIGHT ____ AGE ____ EYES ____

PLACE OF ORIGIN _____

NOTES/ SCARS/ETC _____

DESCRIPTION:

PERSONALITY:

BACKGROUND:

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Castles & Crusades

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Troll Lord Games

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